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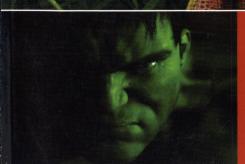
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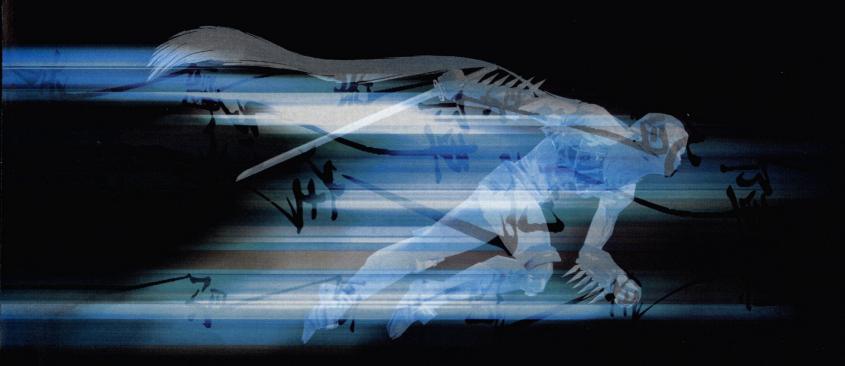
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You can't fight what you can't see





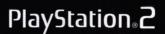
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Lacion (Control of Control of Con REGULARS 006 EDITOR'S LETTER 008 ON THE DVD 012 SPY OPS2 was on hand to catch the unveiling of Sony's new **FEATURES** consoles, the Play Station Portable and the DVD/PS2 console (the PSX). We also got the goods on the new Lord of the 040 E3 REPORT More than a hundred new Rings game, the new Bond game, PlayStation 2 games flashed at the crowds from banks of Buffy 2 and a whole lot more. televisions covering the massive 022 MONITOR

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It's time to take on the Japs in Pearl Harbour!

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Comic books meet firstperson shooters!

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Squad-based shooting in the windy city – with seriously big guns!

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This series may be getting a little tired but it's still amusing.

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038 RETURN TO CASTLE WOLFENSTEIN

Could this game be any cooler?

halls of the LA Convention Centre. OPS2 has play-tested and ranked 125 of the new PS2 games from the least impressive, all the way through to the best of the best. This list should give you a great idea of what's hot and what's not, but don't rush out and place your pre-orders yet because we only had a few minutes to spend with each game, and there's still plenty of time left for the developers to improve on what we saw. Let the games begin...

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PlayStation® 2 OFFICIAL MAGAZINE-AUSTRALIA

PlayStation 2

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NAZ'S TOP 2

SILENT HILL 3
(ATARI) OUT JUNE

You'd think that after the alarming number of girly screams and solled undies that survival horror games have cost me, I'd have had enough. But no, I'm back for another bloody good scare-fest with Silent Hill 3 – bring it on!

(ATARI) OUT NOW

I know it's a little easy and shallow, and the film was mostly nonsense, but the Motrix is still a pretty damn cool entity and this game is a Motrix fan's wet dream – give me more of that Bullet Time action, baby



RICHIE'S TOP 2 SOCOM: US NAVY SEALS

(SONY) JUNE

"Roger, Tango, Wilco, Charile..." I don't really know what I'm talking about when I'm yelling orders to my mates but I know I'm having a great time with this wicked shooter.

RESIDENT EVIL ONLINE

(THQ) TBA

Like Naz, I'm a glutton for punishment with these survival horror games. I just keep coming back for more. The doctors tell me there's something seriously wrong, but what me worny?



"E3 2003 just re-confirmed the PS2's dominance"

EDITOR'S LETTER

Nothing ever stands still in the gaming world and this year's E3 was as exciting as it has ever been. For the uninitiated, E3 is the videogame industry's centrepiece. It's the single-most important event –

where the industry ritually converges in Los Angeles and waits with bated breath for big announcements and new games for the coming year.

Once again, Sony stole the show. E3 2003 just re-confirmed the PS2's dominance, and as an owner you're set to reap the benefits. We have the best games and we have the most games. Not only that, Sony announced the PSP – a portable handheld device set to release at the tail-end of 2004. Cool? You bet it is. Imagine being able to have the PlayStation gaming experience anywhere you go!

It didn't end with E3 either! In a month of massive PlayStation news, Sony also announced the release of the PSX. The PSX will be a groundbreaking piece of hardware that will play games and DVD movies, but will also have a 120GB hard drive that will enable you to record DVD-quality TV shows and movies straight to the box.

Locally, we've just received the exciting news of a further pricedrop for the PS2. A reduced price for a new console at \$329.95 is now very affordable. Who could have imagined that the best could get better?! That's enough from me though. OPS2 has all this news (and more) in greater depth starting on page 12.

Remember, for the official word and news on all things PlayStation – read OPS2. 'Nuff said!

Hanny gamin'

Ryong

RICHIE YOUNG Editor

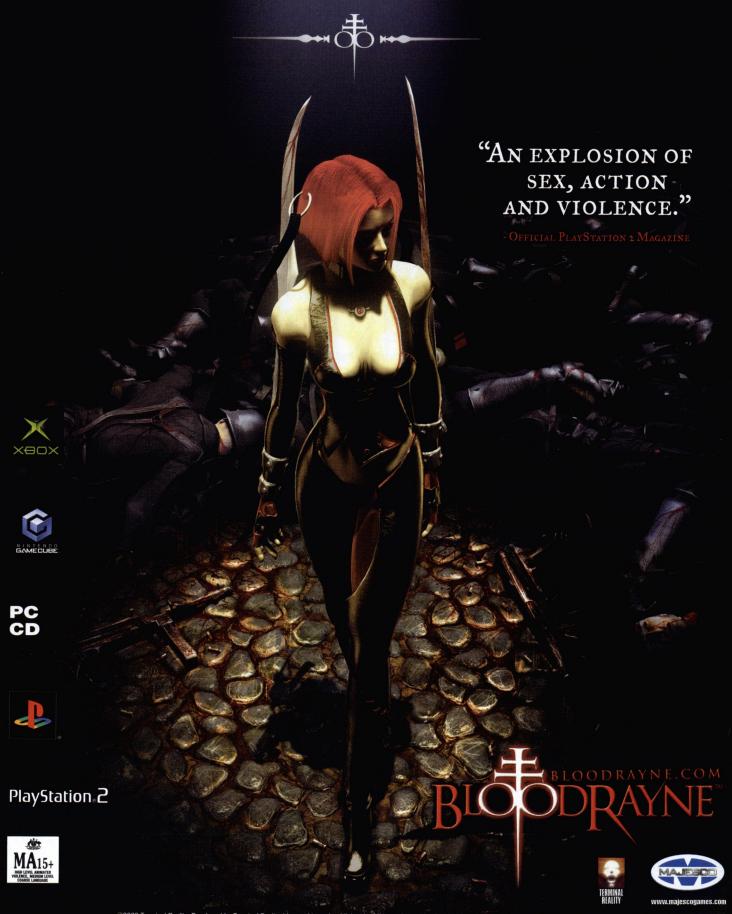


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With an *OPS2* subscription you can get 12 issues at just \$10.41* each. That's a MASSIVE 30% off the cover price! **Every new subscriber will receive a free copy of the awesome Stuntman!** Turn to page 82 for all the details!

DRIVEN BY PURE LUST FRIGHTENINGLY BEAUTIFUL MEN DROP AT HER FEET



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ON THE DVD

PLAYABLE DEMOS



Silent Hill 3 is one of the best horrorsurvival games that we've seen this year and now you can try it for yourself! Make sure you dim the lights and turn everything else off. It's scary late night entertainment. Not quite in the same leagues as *Big Brother*, but still scary all the same. Enjoy.



RICHIE YOUNG Editor

YOUR DISC

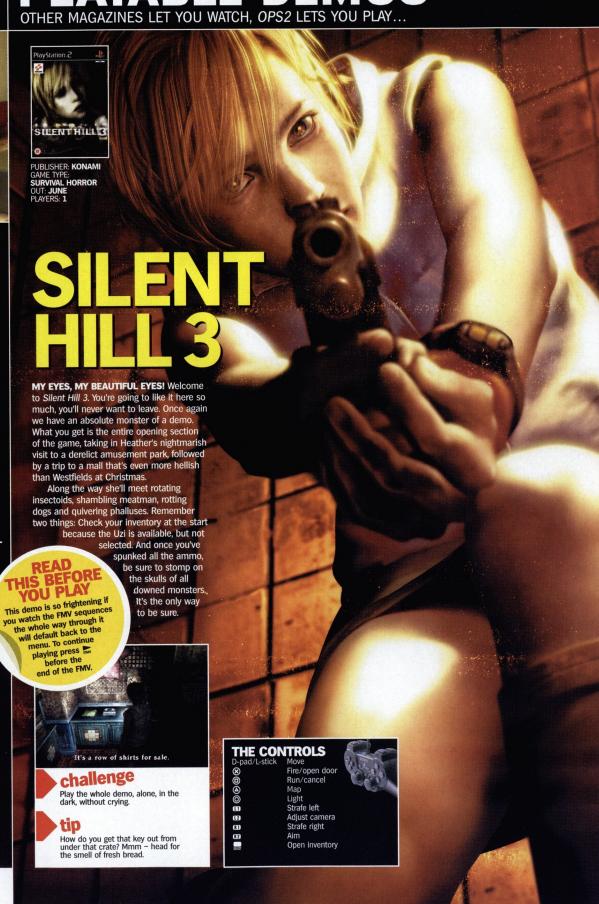
Every issue, *OPS2* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you risk your hard-earned cash on a \$100 game when you can try it out on our cover-mounted DVD? From *GT3* and *MGS2* to *TimeSplitters 2* and *Finol Fantasy X*, we've always featured playable demos of the games that matter. Throw in top-quality video footage of the hits of the future and our DVD is the best bargain on the newsagent's shelves.

■ TALK TO US

We want to know what you think of our cover DVD, and what you'd like to see on it in the future. Write to: OPS2 DVD, Official PS2 Magazine, Derwent Howard Publishing, Level 3 75 Grafton St Bondi Junction NSW 2022 or email: OPS2@derwenthoward.com.au

■ HOW TO USE THE DVD

Load the DVD up on your PS2, then scroll between games and demos using the ↓ and ↑ buttons. To select within a section, use ← and →. Press ⊗ to start your demo choice. You may have to reset your PS2 after some demos. Problems? Press reset to reload the demo.



PlayStation ® C OFFICIAL MAGAZINE-AUSTRALIA



'SUP, BOYEE. YOU KNOW what time it is. Time to bust some skulls!

The demo features four characters including the Wu-Tang Clan's Method Man, and Redman. If you wanna make it as a playa the key is to wear your opponent down with a succession of attack combos and punishing slams. Once he's on the deck you can inflict more pain by stomping on his head or going for a bone-crunching grapple. If you're getting beat up on, try to stay out of the way for a couple of seconds. The commentator (Funkmaster Flex) will call you a sissy, but your energy will start to recover.







THIS SUBTLE UPDATE OF Virtua Fighter 4 from Sega is probably the best beat-'em-up you're gonna get your hands on this side of Soul Calibur II. And this demo gives you plenty of chance to get to grips with its

advanced fighting system. After a few hours with this baby you will know kung-fu, or at least its videogame approximation, which will cause you much less real pain.

Mastering the moves takes time but our demo makes it easy for you to move through the single-player arcade mode as Akira, Sarah or new character Brad. After a couple of easy wins - attainable with button bashing, if you wish - a mission mode is added. requiring you to perform tough tasks to stay in the game.



Pause Punch + kick + guard

Kick + guard Neither analogue stick is used



To get your fighter blazin', build up the momentum bar by mixing your attacks and taunts.



When playing as Sarah, get behind your opponent and press \leftarrow (if away from them) + \bigcirc . When Akira, and facing a wall, try this: \leftarrow + \bigcirc .



THE CONTROLS Use Diskarmor Turn and use Diskarmor Use Diskarmor

Change Diskarmor



RIGHT. YOU'RE A MYTHICAL HERO of one sort or another. The thing is not to worry too much about that. You have a nice range of weaponry, all based on a shield-attached-to-string yo-yo called a Diskarmor. You've got three of these; one for close combat, one for medium range and one on a bloody long bit of elastic that sweeps around and takes out almost everything.

In this demo you've got to manoeuvre around a Coliseum-type place as you knock it down, fighting huge caterpillars and breaking up statues. At the end you come up against a three-headed god.

Things move quickly, but follow the map and you'll be okay. In our experience, the most fun is in swinging your Diskarmor around and breaking stuff. although you might want to think your way through it the second time to get the most out of the demo.



MORE FUN THAN most racers, we still like to pull on our driving gloves and have a burn on Burnout 2 six months or so since we first scorched ourselves.

In this replay demo you can race against

three other illegal types along the Big Surf Shores track. Top up the Burnout meter at the bottom of the screen by driving at oncoming traffic, near other cars, or perform other similarly reckless 'stunts' and you can press @2 for a speed boost which is accompanied by an almost thrilling whizzing noise as your nitro maxes out... or whatever it is nitros do.





PUBLISHER: **ACCLAIM** GAME TYPE: RACING OUT: NOW (FULL GAME 1-2)

THE CONTROLS Accelerate ⊗@**@**■ Change view Look back R1





Don't just walk past those statues. Most of them can be destroyed and will give up precious bounty – either extra life or weaponry.



When you blast up the old boost make sure you are on the 'wrong' side of the road, that way you'll top up your meter for a second boost straight away.

ON THE DVD

ISSUE :: 016



Jump (hold for boost)

Spin board right Spin board left Speed boost Pause/options

Trick



PUBLISHER: SONY GAME TYPE: EXTREME SPORT OUT: NOW PLAYERS: 1-2



find and hold on to a ribbon. Wrestling it free is just a question of touching it.



To pop a suicide do the following: \leftarrow , \rightarrow , \leftarrow , \bigcirc . For a dropout try this \downarrow , \uparrow , \downarrow , \bigcirc . Now you're freakin' baby!

Platinum

Baldans Gate RK ALLIANCE"

 $\otimes \oplus \otimes \oplus \oplus \otimes \oplus \otimes$

PUBLISHER: VIVENDI GAME TYPE: RPG OUT: NOW



FULL OF GOBLIN-BASHING mentalness, Baldur's Gate scored 8/10 in OPS2. Now back in the shops in a Platinum box, it;s also returned to our wondrous little DVD of joy.

In the demo you get to role-play as Adrianna, the Elven Sorceress. Your task is to rid the basement of its rat infestation within the time limit. As you work your way through the cellars, break all the barrels and urns and you'll get cash and potions for your trouble.

THE CONTROLS

Rotate camera Toggle weapons/spells Action Use magic Jump Block/parry Drink health potion Auto map Drink Mana potion

START SELLET Open inventory

You can kill the rats pretty easily by using \otimes , but try out your magic fire with \otimes , it's much more in character, you know.

Platinum



PUBLISHER: SONY GAME TYPE FUTURE RACER OUT: NOW PLAYERS: 1 (FULL GAME 1-2)

NOW FIRMLY IN THE realms of Platinum bargainland, WipEout Fusion looks just as good now as it did on release and is well worth another try out for old hands or as an introduction for the unacquainted.

Our demo gives you a choice of two racers, two drivers and two tracks for single-player antics or a mighty multiplayer challenge. The skills are as they ever were, which means being easy on the turns, careful of your shields and sliding over as many power-ups as you can.

THE CONTROLS







If this is your first bash at *WipEout* then start with the Feisar ship – it has more stable controls than the Eg-r.

CHECK OUT THESE VIDEOS OF THE HOTTEST NEW PS2 RELEASES...



ENTER THE MATRIX

See the cool game in action. This trailer gives you a bit of background, with contributions from some of the actors as well as plenty of scenes from the game. Watch it, then go straight to page 62 and read the review.



SOCOM: US NAVY SEALS

In which dozy American kids show you how easy it is to never leave your home yet still be able to play games with your mates. All with a copy of SOCOM, a head-set and a broadband connection. For those with only one of the previous, you also get to see a top game in action. Go to page 56 for the review.



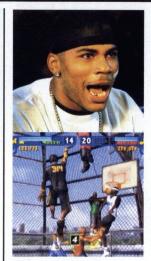
JURASSIC PARK GENESIS

Although the experiment keeps going wrong in the films, you have the chance to create your own dinosaur park in *JPG*. See how it is done and exactly what it looks like with this sweet bit of video lovely.



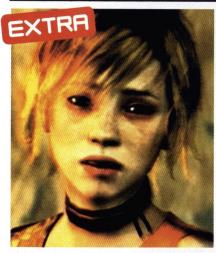
PRO BEACH SOCCER

The official game of the Beach Soccer Federation, most famous for having Eric Cantona's bloated post-Man U body flailing around the world's beauty spots like a particularly skilful beached whale. See what the game version looks like.



NBA STREET VOL 2

NBA goes street and hip-hoppityhop once again with volume two (on show here) of EA's basketball sim. See some down-with-thekids rap boys try out the game with plenty of slamming and, indeed, dunking on display.





SILENT HILL 3

Once you've played the demo and got the spooky theme song – You're Not Here by SH sound guy Akira Yamoka – lodged firmly in your head you can wallow in this pop promo for the song with Heather lip-synching along to the vocals. Strangely compulsive.





SHINOBI

Learn not only how Sega's oriental adventure was made but where the knife-throwing skills came from back in the days when there were no guns with which to defend yourself. Educational, and yet interesting. Edutainment, if you will.

CHALLENGES

DEF JAM VENDETTA

Beat your opponent in under a minute using a submission move, it's the best method, man.

RYGAR: THE LEGENDARY ADVENTURE

Kill both forms of the statue boss at the end without taking a single hit.

VIRTUA FIGHTER 4 EVOLUTION

Using Brad, beat three fighters in under 42 seconds (forget the mission on the third fighter – just go for the time!).

BURNOUT 2: POINT OF IMPACT

Think you're good enough to chain three burnouts together? [The message Burnoutx3 will appear if you do it correctly.]

AIRBLADE

Jump on your hoverboard and do your best to complete all the objectives with just four minutes left on the timer.

BALDUR'S GATE: DARK ALLIANCE

in the guise of foxy Elven Sorceress Adrianna, we want you to complete the rat quest by killing all the rats *and* all the spiders in the last room before the demo times out on you.

WIPEOUT FUSION

Using the feisar (that's the team best for beginners) and Carlos Beneto finish first on the Florion Heights track without using pick-ups or recharging your shield. Good luck.



SPY

UNCOVERING THE LATEST PS2 NEWS EVERY MONTH

You won't see this E in any other mag

spy editor: Narayan Patrison/Spy Contributors: Tim Clark, Paul Frew, Aleric Linden, Stephen Pierce, Joel Snape, ed Stern, Tristan Ogilvie

WHAT DVD? If the PSX looks a lot like a DVD player it's because it is a DVD player. But it plays PS2 games too.

SONY'S NEW PS2

PSX has the industry X-cited

SONY RECENTLY UNVEILED this shiny new product, known as the PSX – but if you think we're talking about the PS2's predecessor, then you're way off the mark.

According to Sony, the new device will combine typical electronic media like a DVD recorder and TV tuner, with computer technology allowing a whopping 120 gigabyte hard drive and the PS2 chipset, all packed into one big silver box. That means that as well as playing all your favourite games and watching DVD's as you would on your regular PS2, you can now record DVD's and your favourite TV shows to a hard drive or memory stick.

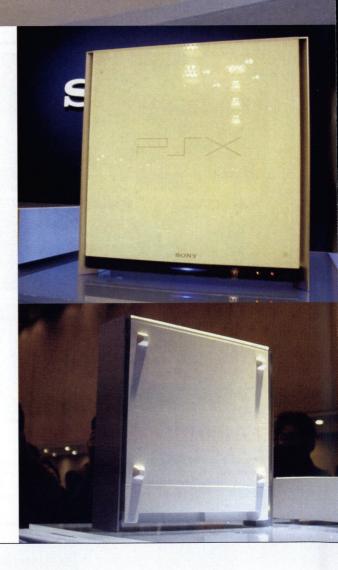
But that's not all. The PSX will also have the ability to connect to broadband, allowing you to play games online or log on to the official PlayStation website to download the latest information about upcoming titles.

The product was unveiled during a financial meeting for the entire Sony group, where Sony Computer Entertainment boss, Ken Kutaragi, said that he hoped the PSX would become as essential as a

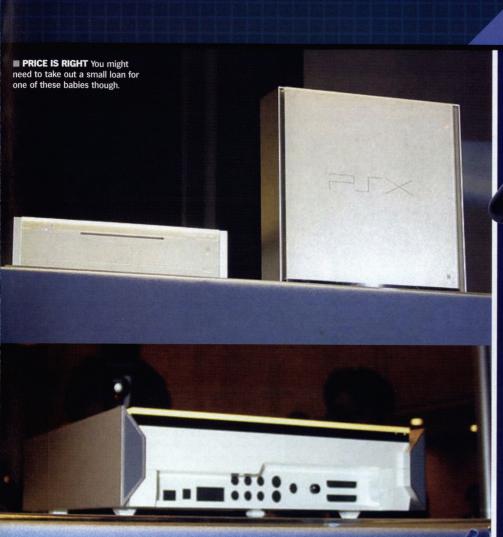
VCR or a DVD player is now. Kutaragi also released additional details about the new Play Station Portable (covered on page 18) and announced that the PS2 has reached 52.5 million sales worldwide, solidifying its position as the number one console in the world.

Sony also made it clear that the PSX is not a PS3, nor is it a next generation of PlayStation. As far as *OPS2* knows, the PS3 is still in development and scheduled to be released in 2005 or 2006. The PS2 chipset in the PSX is still the same machine that we're all used to. Sony has made it clear that it still plans on promoting the PS2 with full force in order to keep its crown as the best console on the market.

As for when you'll be able to pick up your own PSX, Sony has announced that Japan will be the first to take one home, with North America and Europe having to wait until early next year. As for how much you're going to have shell out for one of these big silver boxes, Sony is yet to reveal details, but *OPS2* recommends you start saving every cent you can spare.



SPY





TOP CONSOLE, LOW PRICE

ANOTHER ANNOUNCEMENT that shook the industry was Sony's PS2 price drop from \$389 to \$329.95. But while the new price may annoy the 52.5 million people who have already bought a PS2, Sony is hoping that another 52.5 million people will pick up its sleek black box.

"We're pleased to widen the doors into the PlayStation entertainment world," said Managing Director of SCE Australia and New Zealand Michael Ephraim.

"At this price, customers make a small investment that immediately reaps massive value and is the key to unlock the most exciting entertainment potential in the future."

PREMIUM BOND

It's Everything Or Nothing for Bond in his new third-person guise

DON'T GET US WRONG, we loved *GoldenEye*, but since then Bond-licensed titles have become derivative. Derivative in the sense that they're always first-person shooters and are only noticeable for featuring Bond, his gadgets and high-gloss film packaging. Wouldn't it be great if EA made a really, really good Bond game?

made a really, really good Bond game?

Well, in a bold move, James Bond: Everything Or Nothing is played in the third (rather than first) person, shifting the emphasis more toward action/adventure. The secret agent will interact more fluidly with the game's driving sections in larger open-world environments. Moreover, 007 can now use his surroundings to outwit enemies, and in a further special mode you can view in advance how Bond might approach a task and choose to either follow his method or devise your own.

EA didn't use the stealth word once – thank Christ – when telling us about Everything Or Nothing. Like his recent films, Bond is anything but subtle. So don't expect a James Bond-meets-Splinter Cell-type arrangement. Do expect girls, vodka martinis, despotic Slavs with strange facial deformities and (cross fingers) an entirely original Bond experience.

GW





Sarah Michelle-Gellar's left Buffy, but she's still in the PS2 game

BUFFY THE VAMPIRE SLAYER, the series that elevated blonde starlet Sarah Michelle Gellar from TV movie no-name to A-list celebrity is set to feature as a PS2 game. *Buffy The Vampire Slayer 2: Chaos Bleeds* is an adventure plucked from the fifth season and touted as a 'lost episode' by the show's writers.

Vampires feature heavily as Buffy and her troupe of fresh-faced college kids fight against the 'Pure Evil' that's threatening to consume humanity once and for all. Real-life likenesses and voice-overs − mandatory these days for licensed games − are all in place and gameplay will revolve around combat and puzzles. There's even a series of multiplayer modes. It won't be out for a few months yet but you can get another glimpse of this buff new game in our E3 feature. □ GW





NEWS FOR JULY

with the Game BOY Advance hardware so similar to the Super Nintendo Entertainment System, Nintendo has been quick to turn its back catalogue into a cash cow. But why pay \$70 for the likes of Super Mario World and Zelda when you can pick them up for peanuts on eBay?

First released in Japan in 1990, the SNES was so successful around the world that few quality titles



are rare. Over 46 million consoles were sold. The retro SNES scene is dominated by Nintendo fans rather than collectors. You can even still buy brand new SNES consoles for \$50-100, while used machines start from as little as \$10. eBay has a dedicated category for the Super Nintendo and it usually has hundreds of listings. Recent bargains include Killer Instinct (\$11), Starwing (\$10), Streetfighter 2 Turbo (\$26), Mario All Stars (\$16), Yoshi's Island (\$25), Super Mario Kart (\$22), Zelda: A Link to the Past (\$36), Donkey Kong Country (\$20), Unirally (\$15), Super International Cricket (\$18), Super Metroid (\$38) and F-Zero (\$18). The rarer PAL titles are usually those released very late in the console's life, like Terranigma (\$51), Harvest Moon (\$70), Secret of Mana (\$81) and Secret of Evermore (\$45). Japanese-only RPGs command much higher prices, as does anything from Square

MAKING A RATCHET (AGAIN)

Spy reveals the nuts and bolts of Ratchet & Clank 2



LITERALLY MOMENTS AFTER Sony prised its only playable version of *Jak II: Renegade* from our greedy hands, news surfaced on a sequel of another big name platform adventure. Believe us, we were as surprised as you are now that gadgetry spectacular *Ratchet & Clank 2* is on its way – and, it'll be out in November.

From the minimal information Sony has released, Spy can garner that *R&C2* has evolved in the same way as *Jak And Daxter*, with the emphasis now on a more futuristic, adult world. And yes, the word 'darker' has been mentioned again, meaning mild cuss words and general moodiness all round. It's a very conscious effort by Sony to distance its flagship titles from derivative platform games of old to make them attractive to hardcore gamers.

Don't ask whether it's going to be bigger and better. You so know the answer – we hear there are 20 planets, each harbouring multiple visitable cities, advanced upgradeable weaponry, new maxi-games and now, space combat. You can also look forward to an enhanced health damage system and, in keeping with the 'out with the old' spirit, the characters have been redesigned.

By this time next month we'll have got our grubby hands on a playable version and will be telling you all about it – but in the meantime you can hop over to page 40 and see how Ratchet 2 fared in our E3 report.

GW

SONIC BOOM

You heard it here first - Sega's mascot spins onto PS2 in Sonic Heroes

JUST AS WE shut the big news door on this issue, Sega is on the blower to tell us that Sonic The Hedgehog is now definitely coming to PS2, the first time Sega's much-loved mascot has ever appeared on Sony hardware. In a completely original 3D adventure titled Sonic Heroes, players will take control of three Sonic stalwarts – Sonic, Knuckles or Talls – simultaneously. Gameplay will revolve around using the right member of the familiar Sonic cast at the right time – choose Sonic's speed, Knuckles' power or Talls' ability to fly to conquer the massive in-game worlds.

Due in Japan this winter, with a local release in early 2004, this team-based gameplay is completely new to the traditional Sonic-only game and far more involved than mere

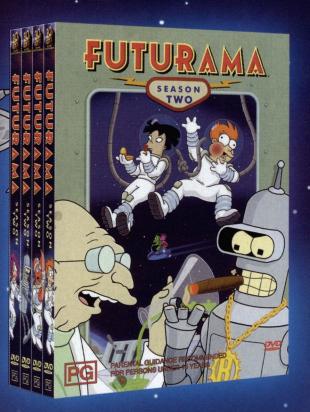
puzzle-solving. You play as one of four teams - Team Sonic, Team Dark, Team Rose or Team Chaotix. Each has a total of 12 playable characters, all with unique signature moves and storyline. The stage will be tailored to you, depending on which team you choose - think unique missions and CG movies that drive your team on. Competition for the platform fan's moolah will be tough this winter, with pre-xmas releases for both Ratchet & Clank 2 and Jak II, but the debut of one of gaming's greatest heroe should be more than enough to guarantee a hit - we hear from our source that the PS2 version is looking super spiffy.

MG

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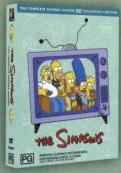
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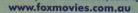


The Simpsons - Season 2

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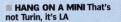
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GO, GO GADGET PHONE

Telstra launches hi-tech mobile

THE LATEST STACK of features that have been crammed into Telstracompatible mobile phones will have Nokia's N-Gauge looking worried. As well as internet chat, email, music and information services, the phones will support new games like Sony's Everquest and Sega's Snowboarding. For the moment these services will only be available on Samsung's new Rainbow mobile phone (pictured) but more compatible models will be released soon. ET wishes he could have phoned home on one of these babies





WOLF IT DOWN To be entirely honest these screenshots do Kya no justice at all. We'll get Infogrames to do better ones for us next month It's being made in France, it's a Ratchet & Clank rip off and its lead character is a teenage girl. We shouldn't have liked Kya: Dark Lineage, No really, it does! Having played both land given they are at similar stages of but we did. Here're six reasons why... production) Eden Studios has done well to prove Naughty Dog and Insomniac aren't the only PS2 developers to have nailed the KYA CAN FLY. seamless free-roaming adventure. Pan the By jumping into hot air vents Kya camera around Kya from an elevated is thrust high into the air, causing position and the scale of Dark Lineage's her control dynamic to change. environments is breathtaking. It's a satisfying ride as Kya skydives through the airstreams to reach new sections of levels. Unlike other more beardy characters Kya doesn't wind us up. She's sassy, cheeky and endearing. Despite the fact she's a videogame character you'll probably end up fancying her. Collecting coins dispersed through the nine huge environments enables you to buy minigames that appear in the Nativ tribe's city Have a look at the picture. You ould, right? game hub. Some of that forms the co these will have a n ayer option. Bargain! SEQUENCES Fighting's an important part of Dark Lineage. Kya's been tasked with helping We're counting on Dark Lineage to be the peaceful Nativ tribe, oppressed by a future hit because it's coming from a the evil Brazul and his army of Wolfen developer with a heritage of producing (think Little Red Riding Hood) and she high quality PlayStation games. Expect to see more of the gorgeous Kya very soon. fights hand-to-hand with fists, kicks, and combos with the aplomb of a true beat-'em-up babe. 🗆 **GW**

GET A BETTER JOB

Michael Caine gets ditched in the all-new LA-based Italian Job game

25N0321

when is the Italian Job not really an Italian Job at all? When it's almost entirely set in Los Angeles. Conveniently forgetting all about SCI's sterling PSone stab at the original (and doubtless superior) crime caper movie, Eidos has signed the rights to the new Italian Job film starring Mark Wahlberg, Edward Norton, Jason Statham, Mos Def and Donald Sutherland.

Here's the crack: after staging a gold

bullion heist in Venice, Charlie Croker and his gang are double crossed and left for dead. You get to be Croker as he leads his cronies in a mission of vengeance to recover the booty. This is a modern day *Italian Job* remember – and that means breakneck chases across the Hollywood Hills and Downtown LA, traffic jams of biblical proportions and swarms of those supercharged new Mini Coopers.

It'll break down into 15 story-led missions, recreating scenes and locations from the flick, a one or two-player race mode and a stunt driving section. The Italian Job game is out to accompany the movie this summer, but you probably guessed that already.

HAIR CLIP Kya hides a boomerang (her primary weapon) in her hair

On applying the movie/game scepticism hammer to *The Italian Job* it actually fares better than you might think. Climax (on development duties) is a well respected driving specialist, and these first screenshots look well shiny. Job done?

GW

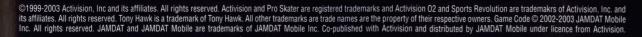


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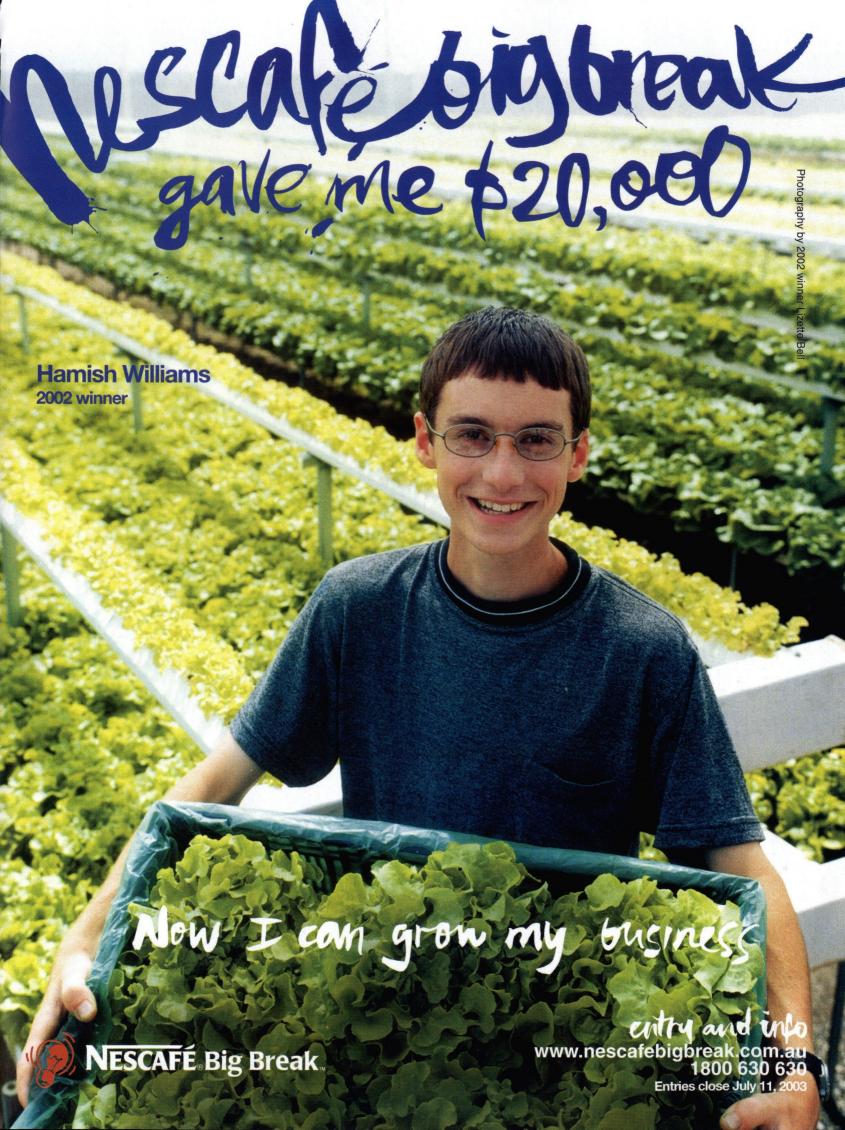




POCKET PLAY STATION

Handheld PlayStation in 2004

Sony's powerful new handheld gaming machine, the PlayStation Portable (PSP), is on track for a Christmas 2004 release, and promises 3D gaming power far superior to any other handhelds on the market. The PSP will use Universal Media Discs, which pack 1.8 Gigabytes onto a proprietary mini disc. The PSP will also be equipped with a 16x9 wide-screen TFT LCD monitor with a backlight. As well as its hefty 3D power, the PSP also supports DVD quality video through MPEG 4 compression. With pocket performance that falls roughly half-way between the 3D power of Sony's PSone and PS2 consoles, we can expect to see conversions of games from both platforms, as well as a stack of original titles to keep you gaming 24/7. OPS2 will have the first indepth preview of this pocket powerhorse in the coming





PS2 RELEASE SCHEDULE

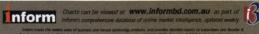
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PS2 TOP 40	1
GAMES CHART	C

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RANK	TITLE	CATEGORY	PUBLISHE
1	Tom Clancy's Splinter Cell	Action	Ubi Soft
2	Grand Theft Auto: Vice City	Adventure	Take 2
3	The Getaway	Adventure	Sony
4	Final Fantasy X (Pltn)	Adventure	Sony
5	Gran Turismo 3 (Pltn)	Racing	Sony
6	WRC II: Extreme	Racing	Sony
7	Devil May Cry	Action	THQ
8	Crash Bandicoot 5 (Pltn)	Action	Vivendi
9	Grand Theft Auto 3 (Pltn)	Adventure	Take 2
10	Kingdom Hearts	Adventure	Sony
11	The Sims	Strategy	EA
12	Harry Potter: Chamber Of Secrets	Adventure	EA
13	Cricket 2002	Sports	EA
14	Ratchet & Clank	Action	Sony
15	Spider-Man: The Movie (Pltn)	Action	Activision
16	Sly Raccoon	Adventure	Sony
17	V8 Supercars	Racing	Atari
18	Red Faction 2	Action	THQ
19	Metal Gear Solid: Substance	Action	Atari
20	Colin McRae Rally 3	Racing	Atari
21	Gran Turismo Concept 2002 (Pltn)	Racing	Sony
22	SpongeBob: Revenge	Action	THQ
23	Need For Speed: Hot Pursuit 2	Racing	EA
24	Medal of Honor: Frontline	Action	EA
25	Tony Hawk's Pro Skater 4	Sports	Activision
26	X-Men: Next Dimension	Action	Activision
27	Bond 007: Nightfire	Action	EA
28	Tenchu: Wrath of Heaven	Action	Activision
29	Jak and Daxter (Pltn)	Adventure	Sony
30	G1 Jockey 3 (Pltn)	Racing	THQ
31	Lord Of The Rings: The Two Towers	Action	EA
32	Tekken 4	Action	Sony
33	The Slam Pack	Action	Activision
34	Tekken Tag Tournament (Pltn)	Action	Sony
35	Stuntman	Racing	Atari
36	Mortal Kombat: Deadly Alliance	Action	Acclaim
37	WWE SmackDown 4	Sports	THQ
38	Tiger Woods PGA USA Tour 2003	Sports	EA

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JUNE De ale and Wareting	Category	Publisher
Backyard Wrestling	Wrestling	Atari
Black And Bruised	Boxing	Vivendi
Breath Of Fire V	RPG	THQ
Clock Tower 3	Survival Horror	THQ
Dead To Rights	Action	EA
Def Jam Vendetta	Wrestling	EA
Die Hard: Vendetta	FPS	Vivendi
Dungeons and Dragons Heroes	Action	Atari
Dynasty Warriors 4	Action	THQ
Evil Dead: A Fistful Of Boomstick	Action/adventure	
F1 Career Challenge	Racing	EA
Formula One 2003	Racing	Sony
Gladius	Strategy	EA
Hulk, The	Action	Vivendi
Indy Car Series	Racing	Atari
Resident Evil: Dead Aim	Lightgun	THQ
Silent Hill 3	Survival horror	Atari
SOCOM: US Navy SEALs	Combat sim	Sony
Speed Kings	Racing	Acclaim
Starsky & Hutch	Action	Vivendi
SX Superstar	Racing	Acclaim
Wakeboarding Unleashed	Sport	Activision
JULY Charlie's Angels 2	Action	Ubi Soft
Dark Chronicle	RPG	
	Camera game	Sony
EyeToy: Play Futurama	Adventure	Sony
Summer Heat Beach Volleyball	Sports	Acclaim
Tomb Raider: The Angel of Darkness	Action/adventure	
AUGUST	Action/ adventur	e Alam
Dragon's Lair 3D	3D platformer	THQ
Finding Nemo	Action	THQ
Great Escape, The	Action/adventur	e Atari
Mace Griffin: Bounty Hunter	FPS	Vivendi
Tribes 2: Aerial Assault	FPS	Vivendi
XGRA	Racing	Acclaim
SEPTEMBER		
Amplitude: Frequency 2	Rhythm action	Sony
Battlestar Galactica	RTS	Vivendi
Beyond Good and Evil	RPG	Ubi Soft
Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
Disney's Extreme Skate Adventure	Sports -	Activision
Hardware	Online	Sony
Judge Dredd Vs Judge Death	Action	Vivendi
Red Dead Revolver	Action	THQ
Rise To Honor	Action	Sony
XIII	FPS	Ubi Soft
OCTOBER		
Alias	Adventure	Acclaim
Batman	Action	Ubi Soft
Freedom: Battle For Liberty Island	Action/adventur	e EA
Gladiator	Beat-'em-up	Acclaim
Pitfall Harry	Action	Activision
Racing Simulation 3	Racing	Ubi Soft
Tom Clancy's Rainbow Six: Raven Shield	Action	Ubi Soft
Urban Freestyle Soccer	Sports	Acclaim
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	Urban Freestyle	Extreme sports	Acclaim
ZOE: The 2nd Runner Mech action Atari	X-Files, The	Survival horror	Vivendi
	ZOE: The 2nd Runner	Mech action	Atari

FPS



This Is Soccer 2002

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Dragonball Z: Budokai Fighters

Action

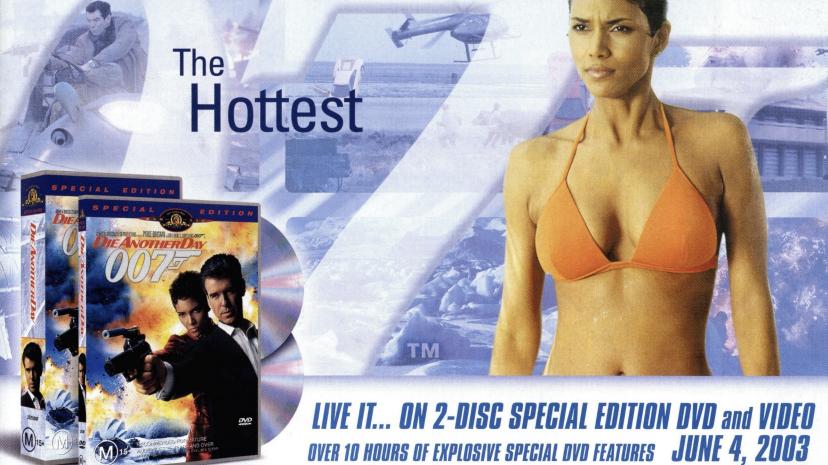
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POSITION

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NEW INFO PAGE 26

WHAT?

NEW SCREENS PAGE 24

EXCLUSIVE

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FREEDOM: THE BATTLE FOR

LIBERTY ISLAND
Reds under the bed? Break out
the machine guns, mother!

XIII
The blood-soaked baker's

dozen reveals its cel-shaded cast.of characters

FIRST PLAY PAGE 28 EXCLUSIVE

DISNEY'S EXTREME SKATE **ADVENTURE**

Tony Hawk makes way for the new Lords of the Jungle!

PAGE 30 EXCLUSIVE

PITFALL HARRY Proving retro classics can still swing with the best



HANDS-ON PAGE 32

EXCLUSIVE

ALSO IN MODILE OF THIS MONTH

DARK CHRONICLE..... EVIL DEAD: A FISTFUL OF BOOMSTICK... FIRE WARRIORPAGE 36 RETURN TO CASTLE WOLFENSTEIN.



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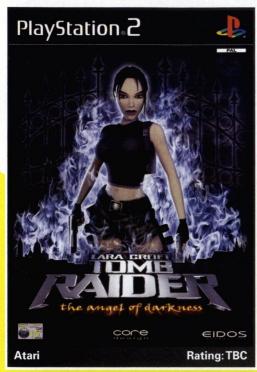
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Eyes forward, soldier, these exclusive screens will put a fire in your hold

NEW PICTURES? AWW, WE WANT TO KNOW HOW IT

PLAYS... Well you're just going to have to wait, for now. Check out the new battle scenes here though. It's only bloody Pearl Harbor, and not the sappy movie with dull old Ben Affleck either. Chances are you're not going to be able to single-handedly avert the mass slaughter of Americans no matter how well you play. But this looks like just the kind of monumental drawer-dousing action that ushered in MOH: Frontline. Prepare to be shell-shocked all over again.

WHERE ELSE ARE WE LIKELY TO BE HEADED? Well,

the game promises to take players from Pearl Harbor to the Philippines, in the guise of Corporal Joseph Griffin. There's plenty of scope over the course of the war to include a variety of environments, though the game's likely to be far less urban-based than Frontline. Here you'll also be able to see action from the Battle of Guadalcanal - one of the opening levels - complete with sniping of heavily camouflaged enemy troops as well as ferocious and explosive man-on-man combat.

WHAT ABOUT THE CO-OPERATIVE MODE? Sadly,

there are no two-player screens available yet, although the mode's inclusion promises to be one of the game's major innovations and selling points. Battling with your buddy by your side is surely what it's all about. Fierce speculation in the OPS2 office over whether the final mission will see you flying the Enola Gay over Hiroshima continues.

MW

opinion

PlayStation₂

MEDAL OF HONOR: RISING SUN looks even better than we were hoping for. How satisfying the gameplay will be still isn't clear. But we are looking forward to having a good war already...



Boldy: "Well I don't mind attacking Nazis, but this is taking it too far."

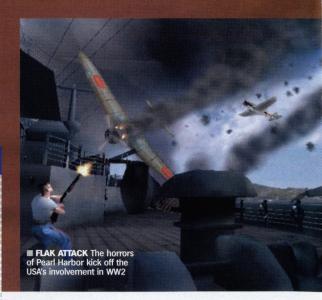
HOT

Snoopaddyadd: "I don't remember so many jungles in WW2. Aw well, another instalment? Looking forward to it."

HOT OR NOT?

FRIGID TEPID WARM

BOILING MELTDOWN





FRIEND OR FOE?One look at the early character renders proves that the attention to detail is phenomenal. For those of you who fear friendly fire incidents, memorise these faces now



FRIEND

This is an American. In fact, he's your Gunnery Sergeant. The tremendous detail extends as far as his rumpled hat and *Colombo*-style stoogle.

FOE
This is a Japanese trooper, one of several varieties you'll encounter; some heavily camouflaged, others wearing shorts. No laughing at the back.







PLAY MISTY FOR ME The atmospheric effects will complement the game's intense action





BOAT PEOPLE Sniper rifle and dinghy at the ready, this is no pleasure cruise























FREEDOM: THE BATTLE FOR LIBERTY ISLAND

Reds under the bed? Break out the machine guns, mother!

HANG ON COMRADE, WE'RE SUPPOSED TO BE

FRIENDS WITH THE SOVIETS? Sure, and it's thanks to ballet-loving peaceniks like you that we're in this mess. The minute Uncle Sam's pants are down the Rooskies launch a sneak attack against NYC, and now it's up to a rag-tag bunch of freedom fighters to kick Ivan's sorry ass all the way back to Minsk. Here's how it breaks down: the more commies you kill, the more charismatic your character becomes, making it easier to convince the locals to fight (and almost certainly die) for you. Completing the level we played involved taking down the Soviet flag (not burning it, though) and replacing it with the Star-Spangled Banner. "Oh, say can you see..."

ALL SOUNDS A BIT POLITICALLY INCORRECT

DOESN'T IT? Just shut it, hippy. *Freedom* is being developed by the same trigger-happy outfit behind *Hitman 2*, so you can whistle Dixie if you think it's going to be in good taste. Frankly, we couldn't care less because the game plays like a particularly saucy dream. Ordering the other rebels around offers plenty of tactical depth and the lock-on targeting is ultra intuitive. It's entirely automated at close range, but you can also aim manually by clicking L3.

DOES IT LOOK ANY COP, THOUGH? Oh yes, siree.

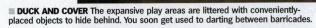
Freedom runs on an updated version of Hitman 2's Glacier engine, and the transition between interior and exterior shootery is smoother than Bill Clinton's pillow talk. Whether you're busy hosing down the Red Army from a machine-gun nest or storming a heavily guarded building, the sense of being caught up in a citywide conflict is tastier than piping-hot apple pie.

TC



■ I CAN SEE THE PUB FROM HERE Fighting at close quarters and at long distance keeps the action varied.









HOT

WARM

BOILING MELTDOWN

MUNITIONS
MENU Selecting
your weapon
could be easier



OR NOT

FRIGID TEPID

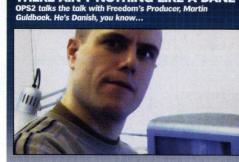


13/0









THERE AIN'T NOTHING LIKE A DANE

D&A

There's an incredible sense of scale to the cityscapes

How difficult was this to implement?
The hardest part was to make it all fit into the PS2's memory. We really wanted the player to be able to play a complete level without constantly being interrupted by annoying loads.

The premise reminds us of that old Patrick Swayze movie Red Dawn. What were your main influences? We were inspired by movies with a David versus Goliath theme to

them, like *Red Dawn* and *Braveheart*. We wanted a character who was up against the odds but steps into the spotlight.

Why did you choose to automate the aiming system?

We only have auto-aim when you're very close to the enemies. There is a strong emphasis on commanding other freedom fighters in the game. We wanted to make sure that this remains the player's main concern, even in very stressed situations.

The game was left in limbo after the terrorist attacks on New York. Did it come close to being cancelled?

That was absolutely not an option. The thought never occurred.

Why so hard on the Russians?

The bad guys in our game are not Russians, they are Soviets (evil red communists). They both descend from the same geographical location, but they possess very different mindsets.

Who was better, Michael or Brian Laudrup? Personally, I always preferred their younger sister.

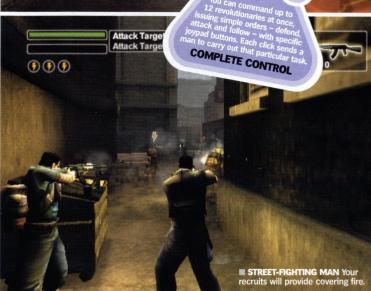
Do you really hate to see Carlsberg leave? I have always been more of a Tuborg guy.

Why aren't there more games with Vikings in them?











monitor **HANDS-ON**

UBLISHER

ELEASE

Disney's Extreme Skate **DEVELOPER Activision** WEBSITE www.activision.com

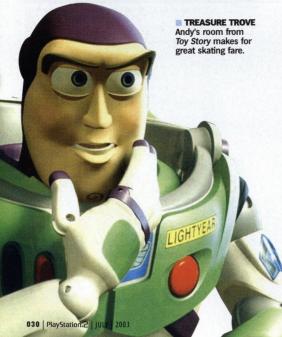
80%



BEYOND Buzz Lightyear busts out a grind. INFINITY AND







HAT TRICK Why's Goofy wearing a stack hat? Cartoon characters can't even break bones



SEXTREME

Tony Hawk makes way for the new Lords of the Jungle!

JUST ANOTHER DISNEY SPIN-OFF? Unlike some of the weaker Disney titles that have snuck onto shelves in past years, Disney's Extreme Skate Adventure uses the acclaimed Tony Hawk's Pro Skater engine, giving the gameplay instant legitimacy. The sublime control, staggering combos and endless lists of tricks and play modes has ensured that the Tony Hawk games have skated their way into millions of gamers' collections around the world. To make the gameplay a little more accessible for the younger Disney audience some of the more complex gameplay elements have been simplified but the core gameplay of Tony Hawk's Pro Skater 4 remains in place. It's also impressive to see the popular Tony Hawk improvements (spinal transfers and manuals) being worked into the gameplay.

HOW MUCH AIR CAN YOU GET? Quite a lot, actually. Skaters and environments have been taken from three of Disney's popular movies; Toy Story 2, Disney's The Lion King and Disney's Tarzan. This means you can skate Buzz Lightyear and Woody around Andy's room from Toy Story 2, performing grinds off dominoes and other toys. If you fancy kick-flipping your way around the elephant graveyard

as Simba the lion or flinging Tarzan around his treehouse home, then this is the game for you.

WHAT ABOUT ME? As well as the full cast of Disney movie stars, the game boasts an extensive create-aplayer mode. After you've finished tweaking the characters' looks you can take them into their own parks and check out their unique tricks lists.

PlayStation_®2

DISNEY'S EXTREME SKATE ADVENTURE comes with all the skills of the best skating engine in the business, packs plenty of superbly animated cartoon backgrounds and looks like being one of the better Disney games in a long while.

WHAI WE WANT	
More levels! The	
skate parks look	
great but we want	
more of them -	
dammit!	

WHAT YOU WANT ■ Limp_dragon reckons "Disney's Skate Adventure looks buffer than Tarzan's chest!"

WHAT THEY WANT To take the feel of the Tony Hawk games and combine them with a popular Disney licence.

HOT OR NOT?

FRIGID TEPID

HOT

BOILING MELTDOWN













Screenshots taken from PlayStation 2

Water moves. Screenshots don't. For the real experience, check out www.wakeboardingunleashed.com

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PlayStation_®2





mourpor **ON LOCATION**

VEB SITE

Pitfall Harry Activision EVELOPER Edge of Reality www.activision.com/ October

70%





top-notch.







HAVEN'T I SEEN THIS GUY BEFORE? Ouite likely -Pitfall's gaming roots are as ancient as the fossils Harry unearths. The game first appeared on Atari's classic 2600 games machine, consisting of very simple action like swinging on vines over pits and jumping over snapping crocodiles and scorpions. This essential gameplay has been retained and combined with advanced new abilities for Harry's

new 3D adventure.

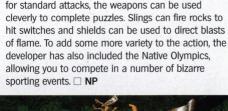
IS IT THE PITS? There are plenty of pits in the game, but the aim is definitely to avoid them. And rather than being pits of the inanimate variety, these pits are clearly graduates from the Star Wars Sarlacc Pit School of Eating Your Prey Alive! Falling into a pit will see Harry chewed up and spat out by something with far too many teeth for anyone's liking. As well as the pits, Harry must jump rolling logs, sneak past sleeping monkeys and navigate other hazards as he makes his way along Crash Bandicoot-style pathways. While these pathways are fairly claustrophobic affairs, the good news is that these levels are simply a device to link the main areas of the game together.

SO, WHAT'S THE POINT? When Harry arrives at the game's main levels he will find a variety of challenges as he struggles to complete all of the objectives on offer. Some of the objectives are simple 'scout

around until you find the switch to open the door' tasks but there are plenty of original ones to make the treks more interesting. Harry will be able to equip a sling, dynamite, ice axes and other weapons to help him add a few more jungle animals

to the endangered species list. As well as being used for standard attacks, the weapons can be used cleverly to complete puzzles. Slings can fire rocks to developer has also included the Native Olympics, allowing you to compete in a number of bizarre

INDIANA BRAT Harry hopes he'll grow up to be half as cool as Indiana





PlayStation C OPINION

PITFALL HARRY may lack the visual punch of Jak II and Ratchet & Clank but it's got plenty of 'old school' charm and more than enough puzzles and

More spectacular graphics, a greater variety of moves and a general increase in the level of polish.		WHAT Y	WHAT YOU WANT Fuzzyboy has been playing games since the original came out" and wants another dose.		WHAT THEY WANT To capitalise on Pitfall's famous name and get the attention of a new generation of gamers.	
		"been p since th came o				
RESTREE OF	12. 1.0. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.					







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DARK HRONICL

The forecast is looking good for fans of action RPG's.

ANOTHER PRINCESS NEEDS SAVING? The story starts in the isolated town of Palm Brinks with young inventor Maximilian, after he receives a special gemstone from his father. When evil circus freaks come to town on a quest to find the stone, Max goes into hiding - where he and his friends discover the truth about the outside world. It turns out an evil tyrant from the future, named Griffin, has been time traveling back and forth to Max's time, destroying any towns that would have raised his future adversaries. Now Max must team up with Monica, a princess sent from the future in true Terminator-style, and do the whole "we're on a quest to save the day" thing.

TRUE SEQUEL OR LAZY REHASH? The gameplay in Dark Chronicle remains identical to the original title, in that it's a varied RPG with real-time combat and a Sim City-styled town building mode. Fortunately, the sequel improves upon all the gameplay elements of the original, tightening them up to make for a more polished package. Weapons now break far less frequently, collecting specific town construction pieces has been replaced with a more general

collection process and the emphasis on powering-up annoying supporting characters has been reduced. Throw in some golf and fishing mini-games and you've got a nicely rounded adventure.

DOES IT LOOK THE BUSINESS? You bet. Dark

RED ALERT Wh

Chronicle features some of the most impressive presentation yet seen on PS2. The characters use an advanced sort of cel shading which the developers call 'tonal rendering'. This process appears to give each figure a stronger sense of depth than older cel shading techniques. This, combined with the scintillatingly designed and textured 3D backdrops, makes the game look better than a lot of cartoons, and indeed the vast majority of PS2 games on the must-have status? Only time will tell.

JE

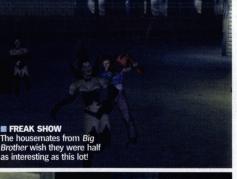




STAY ON TARGET Targeting enemies is a snap thanks to the











THE STREETS HEAT UP Ash has fairly fluid movement and it's more evident when he has multiple foes to dispatch.

VIL DEAD: A FISTFUL

Hail to the king baby! Hilarious limb-ripping horror comes to PS2.

DUKE WHO? Evil Dead is based on the not-so-serious film series of the same name starring Bruce Campbell as the square-jawed hero, Ash, who continually finds himself having to rid the world of zombie-like creatures with his chainsaw and trusty shotgun - or his 'Boomstick'.

The films didn't take themselves too seriously and were a cult success. Fistful of Boomstick adopts the same intentionally B-grade approach as the movies. The game is full of cornball one-liners and cheesy adult innuendo from Campbell. The story is a straight regurgitation of past Evil Dead scripts, and the arcade styled hack, shoot and hoe mechanics are all goreover-style. You've been warned.

IS IT DEEPER THAN YOUR AVERAGE BLOODY

BRAWLER? Not really. While you'll have to traverse each level in search of various artefacts and items, the focus of the game is out-and-out action. Using the PS2's power, players will often find themselves being swarmed by hordes of demonic deadites in convoluted battles straight out of the Dynasty Warriors series. While you'll hack at and blow away most foes, players also pick up a spell book early on in the game which eventually gives Ash the ability to call upon superhuman abilities including Hulk-like strength, a lightning attack and the ability to possess deadites. Nice.

LIMITED APPEAL? At this point, Fistful of Boomstick is a mix between the aforementioned button masher, Dynasty Warriors, and the ultra slick and stylish Devil May Cry series from the Capcom boys. Fans of both should keep an eye out for further updates on this game, not least because of the humour of the game's protagonist, who, along with his trusty Boomstick and hodgepodge of weaponry, is sure to force a few smiles when he gets down and dirty with the undead.

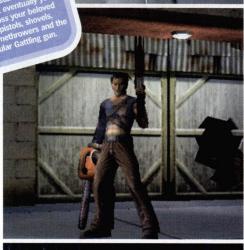
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Opinion

PlayStation.c

Evil Dead: A Fistful of Boomstick may lack the gameplay depth, style and innovation of other titles, but its cheesy yet appealing story, one-liners and tongue in cheek bloodletting are sure to appeal to fans of the films and hack and slash admirers.

WHAT WE WANT Some more interesting variety in the combat, as well as a map to help navigate the levels.	That to impa	you'll be able le a deadite chainsaw ast it with	For the be a work substitut	WHAT THEY WANT For the game to be a worthy substitute for a fourth Evil Dead		
HOT OR NOT?		and the the table of ta	****	or han and has an and who the		
FRIGID TEPID	WARM	HOT	BOILING	MELIDOWN		





monitor

THO AELOPER Kuju
B SITE www.firewarrior.com
November

70%













DID YOU KNOW?

FIRE WARRIOR 40,000 years in the future... There is only war... Apparently.

GAMES WORKSHOP? SO IT'S AN RTS GAME THEN?

Real-time strategy? No. This is a first-person shooter, mate. Games Workshop had 30 developers pitch for the rights to make a Warhammer game and Kuju was the only one who didn't pitch a boring RTS at them. And by playing as a member of the Tau race (one of four races in 40K) you not only get to use all the best weapons but you get to see the more famous characters, such as the lumbering Space Marines, up close and personal, too. The Space Marines are Warhammer's star players and are biologically enhanced über-violent space monks. These guys just pray and kill and have been waging an endless war for the last 10,000 years.

10,000 YEARS? THAT'S AN AWFUL LOT OF LEVELS...

There are 20 to be precise - though the game is set in a single 24-hour period. We follow one of the Tau race as his buddies are captured, then rescued, then escape in a spacecraft, which is then boarded by Space Marines, who fight back, then finally board the Space Marines' vast cathedral-like space cruiser and kick cyberass. It's the first time many 40K environments have been created, each with the Games Workshop's approval, so now you can see

what the bridge of a Battlefleet Gothic cruiser actually looks like.

TIMESPLITTERS 2. RED FACTION 2. WHY GET THIS?

The guys at Kuju have distilled everything good about every FPS game into a single action-packed, 60fps whole. It's got adult content (befitting a 40K licence) a four-player split-screen mode and there are rumours of online play, too. Think TimeSplitters 2 with blood, gore and never-ending torment. \square DG

OPINION

PlayStation

FIRE WARRIOR is looking great and having the Warhammer subject matter will guarantee us a huge range of weapons, enemies and locations to shoot up. Bring it on.

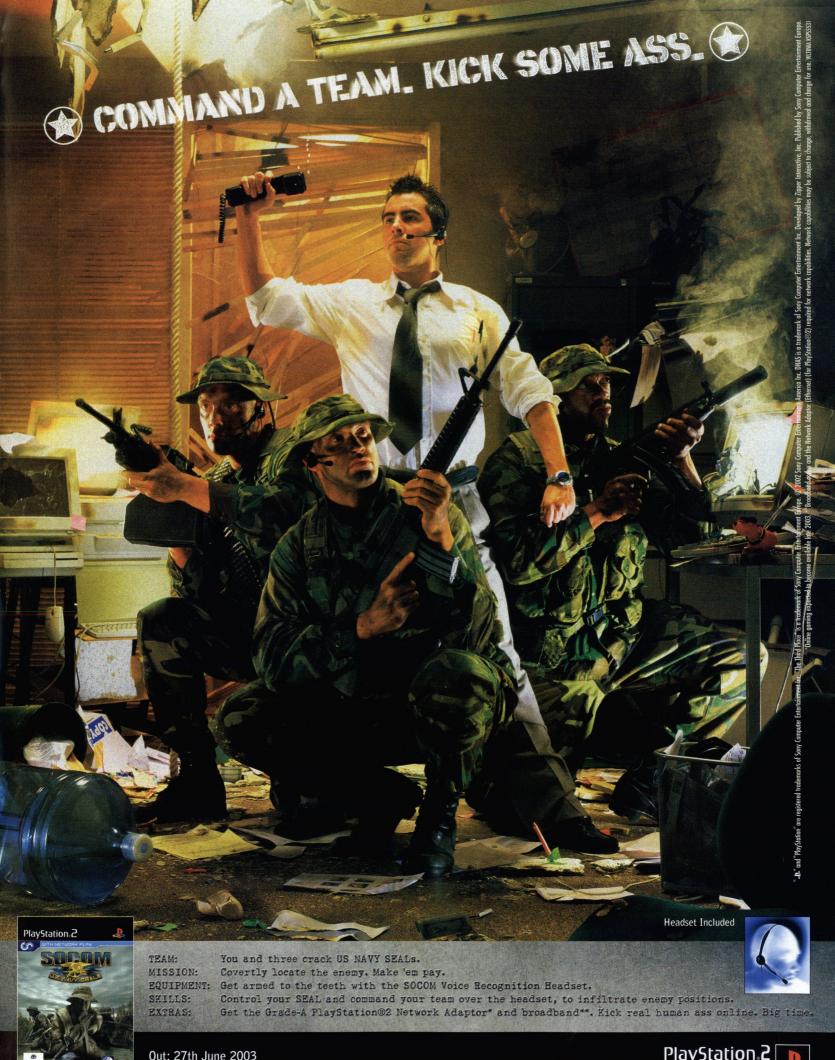


ooseven: FPS Warharmmer 40k will take me back to my troubled teenage years... I hope.

James14: Sounds like a good idea, should be a good game maybe it will give TS2 a run for its money.

HOT OR NOT TEPID





Out: 27th June 2003 www.socom-game.com

PlayStation.2











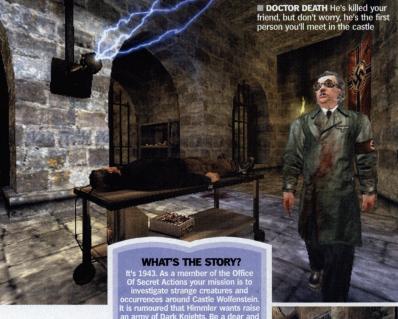
FOR TRUCK'S SAKE The opening mission in northern Africa





RUN AND GUN Scatter the well-ordered Hun using the fixed machine gun





100

RETURN TO CASTLE WOLFENSTEIN: PROJECT RESURRECTION

Nazis, mutants, leather and carnage: what else does a game need?

RETURN TO...? NEVER BEEN THERE MATE. Well, you won't be the only one. The sequel to Id's '80s PC smash hit Wolfenstein 3D is on the way – complete with stormtrooper-filled hallways. While it retains a core FPS gameplay this takes a whole new slant. Needless to say, you'll have to use all your wits and weapons to kill a Reichs-load of Nazis, demons, demon Nazis and a host of other WW2-ish foes. You take the role of BJ, that's BJ, Blazkowicz as he returns to the castle, escapes (again) and uncovers a really quite evil plot by Himmler to create invincible soldiers to crush the allies. Fail, and we're all toast.

BUT ISN'T IT JUST A PC GAME? For those of you who thought that the one thing missing from *Medal Of Honor* was a hint of the occult, hold onto your jackboots. Id has taken its sweet time optimising this for the PS2, so playing it is a smooth, swift, responsive and satisfying experience. The ability to scatter enemies using the fixed gun emplacements found in some levels is fantastic and a seemingly unlimited arsenal of authentic weapons, including sniper rifles, add to your lead-flinging escapades.

HEY, A LOT OF THIS LOOKS LIKE IT'S OUTSIDE OF

THE CASTLE... Oh, don't take the title literally, there's plenty to see and do. So far we've played through the exclusive PS2 prelude level in Libya as well as sampling most of the following missions. Of course there are dungeons to be explored but also levels on cable cars, Norwegian snowfields, laboratories, airfields and dark, dark woods.

MW









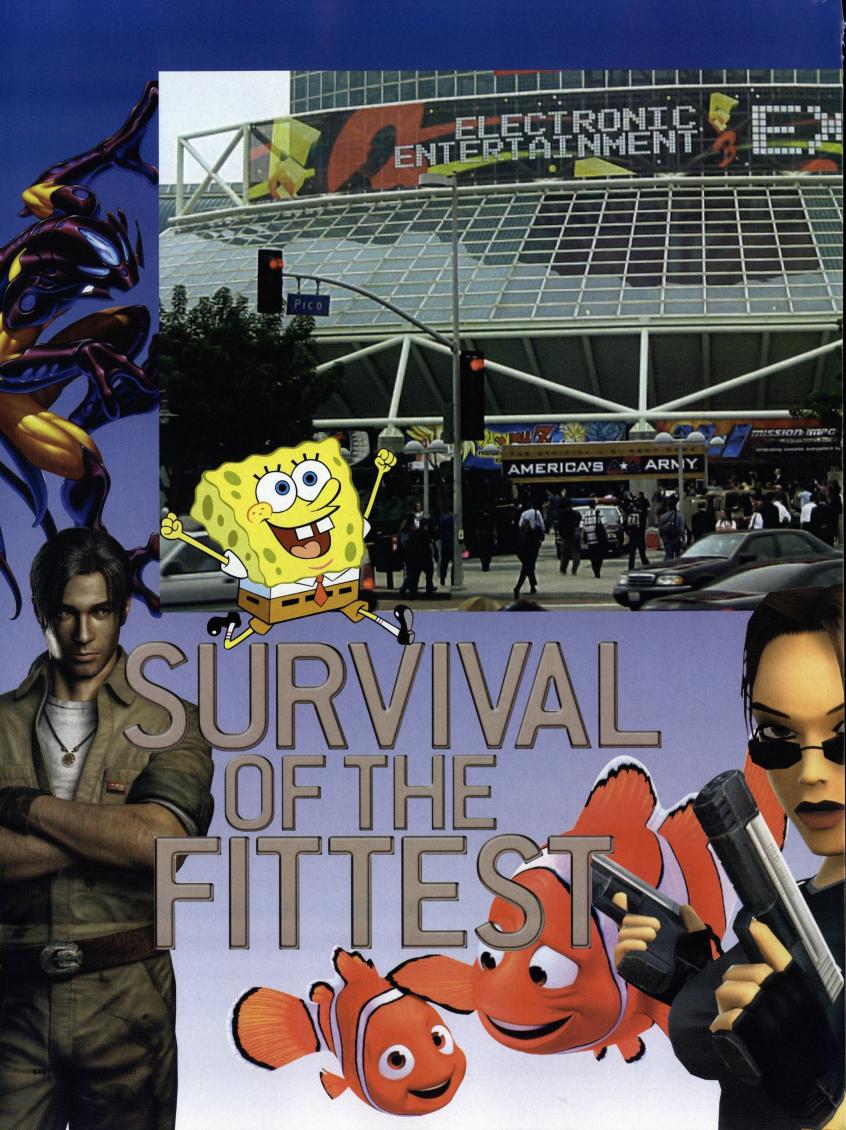


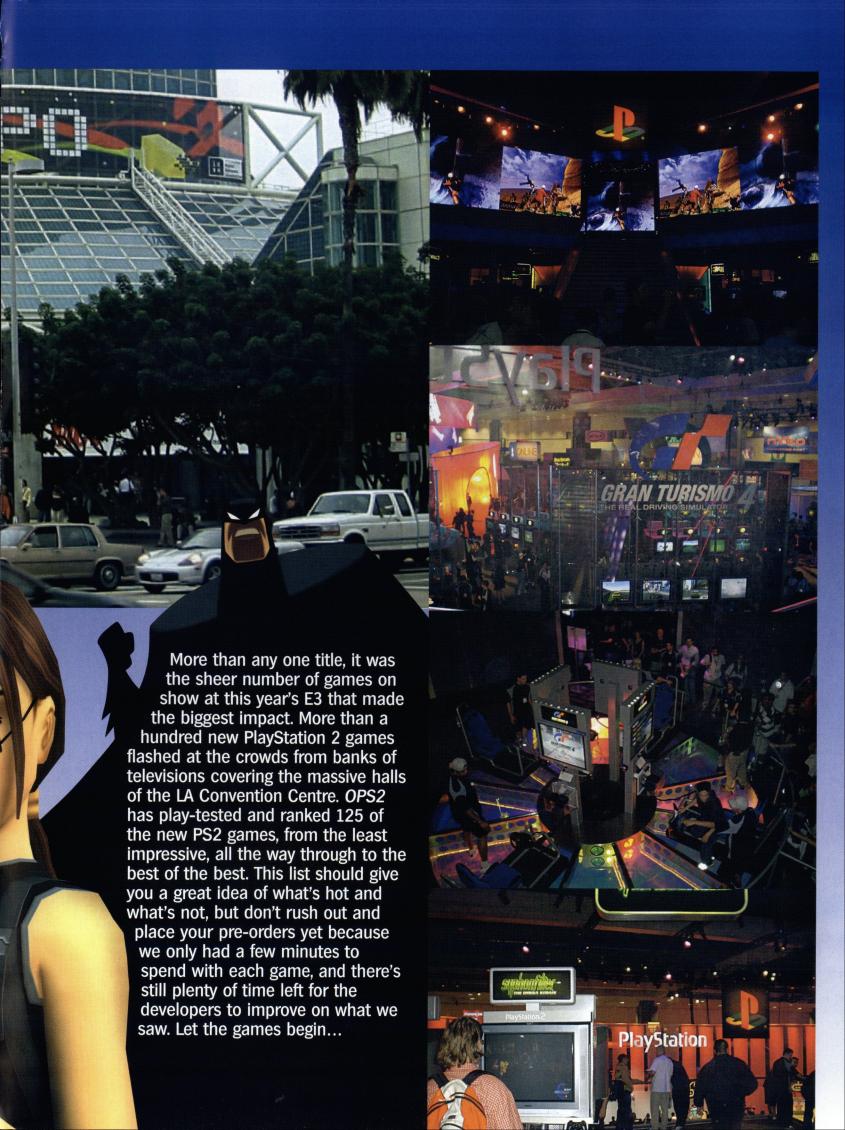


- .. the best-looking game in the series yet." ign.com
- Play over 50 stages across 17 unique maps Giant siege engines: battering rams, catapults, and bridge layers
- Fierce new one-on-one duels Create your own officers and bodyguards
- New character-specific special attacks
- Brand-new Weapon Upgrade System
- Kingdom Play! Select a new general for each stage in Musou Mode
 3 brand-new officers for over 40 playable characters











GLADIUS - LucasArts

Scrolling beat 'em up in which you play a gladiator dealing out all sorts of swords and sorcery. Unfortunately, the last-generation graphics, single-player-only gameplay and turn-based fighting make this hard to like.



FOUR HORSEMEN OF THE APOCALYPSE - 3DO

An interesting concept sees the four horsemen (Death, War, Famine and Pestilence) dishing out carnage with their own unique moves.
Blocky characters and dull backgrounds don't do it any favours.



SX SUPERSTAR - Acclaim

This motorcycle racer features the usual catalogue of tricks and stunts to pull as you fly through the air across the outdoor tracks. The game's unique twist on the genre is an extensive career mode that takes you from a struggling rookie, through to a superstar kicking back in his condo.



RISK - Atari

This strategic war game has proved to be one of the more popular board games in recent years. Multiple players get together and decide the outcome of international conflicts with the role of a dice. Not the most exciting concept for a PS2 game.





SUMMER HEAT BEACH VOLLEYBALL - Acclaim

After the bikini girls have bounced their way around GameCube and Xbox with Beach Spikers and Dead or Alive Xtreme Beach Volleyball, the PS2 gets a crack at the sport. Acclaim's volleyball sim focuses on the serious side of the sport.



SHREK 2: THE GAME - Activision

The three people who played 2001's *The Adventures of Cookie and Cream* will know exactly what to expect from Shrek's new game. For the other 800,000 of us, *Shrek 2* is a cooperative action game in which one player must flip switches and the like to let his teammate advance along the map.



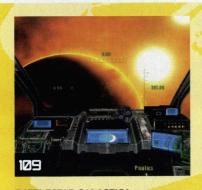
FINDING NEMO. THO

Another Disney movie brings another PlayStation 2 game to the shelves. The famous fish Nemo has to complete puzzles underwater, like trapping his enemies in air bubbles. Looks very simple but should entertain the youngsters.



K-1 - Konami

It's boxing, but not as we know it. K-1 is a massively popular boxing tournament in America but it hasn't really made it Down Under yet. K-1 features the usual biffo in the ring but it lacks the polish of the Knockout Kings games or the over-the-top action of the Ready to Rumble series.



BATTLESTAR GALACTICA - Vivendi Universal

This science fiction TV series may pre-date videogames but it's not immune from the PS2 treatment. A stylish pre-rendered cinematic kicked the game off well but the space-based combat isn't up to scratch with either of the Star Wars Starfighter games.



SPEED KINGS - Acclaim

The graphics may be on the weak side of average but the two player bike racing is addictive stuff. Any motorcycle racer that lets you dodge traffic and kick other riders off their bikes is good in our books.



SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM - THO

Based on the popular Nikelodeon cartoon character, SpongeBob SquarePants delivers the usual 3D platforming malarky. Bob may not be as slick as Ratchet or Jak but it's one of the better looking kiddie titles around.



INDYCAR SERIES - Codemasters

Fans of IndyCar racing will be stoked to see a decent version of their favourite sport speeding onto PSZ. For the rest of us not in the know, IndyCar racing uses the same cars as Formula One, except they keep racing around the one circular track in endurance marathons. Strategic but repetitive racing aplenty.



GRADIUS V - Konami

The fifth game in Konami's legendary scrolling shooter. This series still has its fans but its stubborn refusal to make the move into 3D means it has very limited appeal in the mainstream gaming community.



XGRA - EXTREME G RACING ASSOCIATION - Acclaim

After its birth on Nintendo 64, Acclaim's futuristic motorcycle racer has gotten faster and faster. The graphics are a little better than its PS2 prequel but it's still far from being a Wipeout-beater.



VECTORMAN - Sega

Remember those old vector graphics classics, like Asteroids and Elite? They ruled back in the day when wire-frame graphics were state of the art but they went the way of the dinosaur for a reason. Vectorman's visuals may have advanced a little way beyond vector graphics but it still looks very dated.



DEER HUNTER - Atari

There's deer in them thar' hills and it's hunting season. This series enjoyed moderate success on PC with its cheap price and the ability to appeal to those elderly blokes who buy fishing games, but on PS2 we're predicting a dud.



ALTERED BEAST - Sega

Veteran gamers will remember the Arcade and Sega Master System versions of the scrolling beat 'em up. The 'regular bloke who unleashes the beast with various monster forms' has been kept in this sequel but it lacks the punch to clobber its next-generation competition.



THE FAST AND THE FURIOUS - Vivendi Universal

Based on the street racing film of the same name, Fast and the Furious has plenty of speed on offer but the graphics left a lot to be desired. The game may not have looked great but the booth babes showing it off were some of the best at the show.



NBA JAM 2004 - Acclaim

Another decade-old classic gets dusted off for the PS2 treatment. Ignoring anything to do with realistic simulation, NBA Jam goes for Unfortunately, it's slam-dunked by better action basketball games like NBA Street



CHARLIE'S ANGELS - Ubi Soft

Taking advantage of the latest fad to release a game and movie simultaneously, Charlie's Angels will tie-in with the mid-year release of the second Angels film. The characters mimic the movie stars well but the action is less than



HOTWHEELS HIGHWAY 35 WORLD RACE - THO

Think of Wipeout-style racing with V8 cars and insane stunts and you'll be on the right page. It's not likely to beat Gran Turismo 4 to the chequered flag any time soon but HotWheels packs a lot of fun onto the track.



DRAKENGARD - Square

Originally titled Drag-On Dragoon, Square's new shooter shares more than a few similarities with Sega's Panzer Dragoon games. Both titles put players on dragonback as they fly through the skies shooting down enemies. Drakengard's main point of difference is that it allows players to tackle enemies on foot also.



SONIC HEROES - Sega

Sonic and Tails join forces in this colourful platforming romp. The graphics look a little rough around the edges and the two characters being controlled as one character and helping each other perform moves has been seen before many times.



PITFALL HARRY - Activision

Pitfall Harry, the vine-swinging, pit-jumping hero of the Atari 2600 classic jumps onto PlayStation 2 in his own game. Mixing elements of Tomb Raider and Jak and Daxter, Pitfall brings the old elements together nicely but it's not a knockout.



CLUB FOOTBALL - Codemasters

Imagine a soccer sim that let's you support your team by buying team-specific editions of the one game. The teams may all be English, and we're only likely to see the more popular teams like Manchester United shipped Down Under, but it's still a cool concept.



VIRTUAL ON MARZ - Sega

With MechAssault proving popular on Xbox it's no surprise that Sega has dusted off its aging Mech game and spruced it up for PS2, unfortunately it looked like it still needed a lot of sprucing. The trademark twin-stick control method is still present.



NBA BALLERS - Midway

The better looking game of the two action/arcade-style basketball titles at the show, NBA Ballers features exaggerated players performing hardcore slamdunks and the like.



I-NINJA - Namco

Looking sort of like a cross between Ratchet & Clank and Kung Fu Chaos, I-Ninja is a cutesy platformer with a lot of originality. The ninja hero can deal out destruction with weapons from shuriken to rocket launchers, but he also performs stunts extreme sports-style in between action sequences.



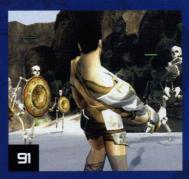
FUTURAMA - Vivendi Universal

Third-person action is the name of the game in this Futurama adventure. Players control Fry and his trusty laser gun as they try to send alien scumbags to their grave. Looks true to the cartoon but isn't spectacular.



SPY HUNTER 2 - Midway

The retro classic blasts back with more of everything. The car physics have been tightened, more weapons are on offer, and of course there are more enemies to blast at. Most importantly the super car can now turn into a snowmobile and an off-road vehicle.



GLADIATOR: SWORD OF VENGEANCE

- Acclaim

Incredible lighting brings this Roman beat 'em up to the screen with a lot of style. Various weapons and finishing moves can be used to disembowel all sorts of Roman thugs. A fixed camera angle means you can forget about fighting with the camera and just hack away.



SPLASHDOWN: RIDES GONE WILD - THO

The PS2 Wave Race-wannabe is back. The water looks better, the jumps are bigger and the tricks are more varied but it still just doesn't look as polished as it could. And where are the waves? Enough of the one-footers — give us some decent waves!



CROUCHING TIGER, HIDDEN DRAGON - Ubi Soft

This game has been a long time coming but it's shaping up nicely. All the kung fu biffo you'd expect is there — wrapped up with super slick animation and spiffy wide-screen graphics. Weapon combat also plays a big part in the action.



RESIDENT EVIL: DEAD AIM - Capcom

Dead Aim successfully blends the two Res Evil series' (the cool survival horror ones and the shabby gun games). The end result isn't perfect but sharing the control between the Dual Shock and the G-Con 2 is an innovative first that works well.



NASCAR THUNDER 2004 - Electronic

NASCAR racing... Yep, it's still the same old story; race around in circles for a few hours. EA has recognised the lack of excitement in previous titles and injected more fun into this year's version with a new grudge system that will see CPU racers hunt you down if you crash into them — and it's online compatible too.



SPAWN - Namco

After appearing in the Xbox version of Namco's Soul Calibur 2, Spawn is busting out in his own game. The Todd McFarlane comic book character hits the PlayStation scene complete with his super strength, ability to climb buildings and, of course, his impressive arsenal of machine guns and rocket launchers.



ALTER ECHO - THO

Play as either a cannon-wielding Mech, a stealthy puma creature or a sword-swinging hero. Transforming between characters on the fly is cool, and the slow-motion combo attacks are nice but the game still needs a lot of work.



MEGAMAN X7 - Capcom

In Japan this Astro Boy-ish robot boy wonder is immensely popular but *OPS2* isn't convinced he's going to impress Down Under. The gameplay is retro side-scrolling blasting that just looks dated.



SECRET WEAPONS OVER NORMANDY

- LucasArts

WWII fever was on fire at this year's E3. This flight sim focused on the immense air battles that took place over Normandy. You control fighter planes engaging the enemy in old fashioned dogfights.



BATMAN: RISE OF SIN TZU - Ubi Soft

The team behind Batman Vengeance has pumped out another caped crusader of a game. This time Batman and Robin team up in a more beat 'em up focused game. The animation was top-notch in the epic boss battle against Clayface.



TERMINATOR 3: RISE OF THE MACHINES - Atari

For the first time ever big man Arnie has lent his likeness to a videogame – even better he's voiced all of the dialogue as well and helped out with the game. The game is a mixture of first-person shooting and hand to hand combat but the controls need to be tighter and faster before release.



NHL 2K4 - Sega

The slick moves and killer slapshots from 2K3 are back, to be joined by a much greater focus on brawling. Players can be knocked into the bench and their stats will fall over the course of a game if you keep beating on them. Even better is the radically enhanced graphics



DISNEY'S EXTREME SKATE ADVENTURE - Activision

Activision has taken the Tony Hawk skating engine, simplified it a little and moulded it around three popular Disney flicks; Tarzan, Toy Story and Lion King. The animation is flawless and the objectives should appeal well to youngsters – the rest of us will want to stick to Tony Hawk Underground.



KYA: DARK LINEAGE - Atari

If you've seen the cool bungie jumping levels from the Tarzan game then you'll be at home here. Giant wind tunnels connect the levels that players must sky dive, dodge and roll through. Even when you're on the islands the wind still plays a major role in the gameplay.



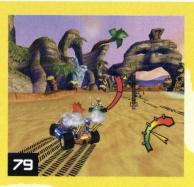
NFL 2K4 - Sega

The fifth NFL title from Sega sees 1000 brand new animations, an all-new play calling system and much better integration with ESPN. Throw in spruced up graphics and online support and you've got a sporting champ.



DDRMAX2 DANCE DANCE **REVOLUTION** - Konami

It's time to get out the dance mat and bust a groove in front of your PS2. The new edition of Dance Dance features a new graphical interface that runs the music videos as you play. There's also a new No Break mode that plays the dance tracks back-to-back for dancing marathons.



CRASH NITRO KART - Vivendi Universal

Crash Team Racing receives a PS2-style facelift with Crash Nitro Kart. Featuring a handful of new weapons and characters, the racer failed to impress audiences overly, but at least it looked better than Antz Extreme Racing and Super Bombad Racer.



THE SUFFERING - Midway

Looking like a cross between Resident Evil and Shadowman, The Suffering puts players in control of a hardened crim who finds himself in the middle of a gaol with a bunch of mutants killing crims and guards alike. It's not going to have Res Evil looking over its shoulder but it takes a decent stab at the survival horror genre.



R: RACING EVOLUTION - Namco

Ridge Racer takes a tyre from Gran Turismo's boot, featuring fully licensed cars, real world tracks and different racing modes like rally and drag racing. The graphics still leave the game trailing a few laps behind daddy Turismo but Racing Evolution is definitely on the right track.



NBA 2K4 - Sega

Like Sega's NFL title, the ESPN integration has been radically improved. NBA 2K4 will also benefit from hundreds of new player animations and a tweaked online mode. It may not be as improved as NFL 2K4 but NBA was already a rock-solid sim so it's still competitive with EAs title.



UNLIMITED SAGA - Square

Made by the boys behind the Final Fantasy games, Unlimited SaGa is an even cuter version of the popular RPG. All of the characters and backgrounds were drawn by hand then digitised. The battle system is a unique one that works like a poker machine slot, bringing up a random attack.



HEADHUNTER: REDEMPTION - Sega

Jack's back, and this time he's out to put an end to a corrupt drug cartel. The character models and frame rate have definitely been improved since 2001's game and we saw a number of new weapons and gadgets for Jack to get to grips with.



THE HOBBIT - Vivendi Universal

Combining JRR Tolkien's Lord of the Rings prequel with the gameplay stylings of the Zelda games was a wise move. The Hobbit has puzzles to solve, dragons to slay, loot to collect and graphics that, while not spectacular, get the job done.



HUNTER THE RECKONING WAYWARD

- Vivendi Universal

The four player *Gauntlet*-style zombie slaying extravaganza comes to PS2. It's only two player this time around but at least the hefty array of ghoule, goblins and ghosts are packed in, along with plenty of swords, axes, shotguns and flamethrowers to send them back to Hell with.



TAK AND THE POWER OF JUJU - THO

Tak was one of the many 3D platformers vying for our attention at E3. The worlds were massive and the graphics were pretty decent, but it was the ability to interact with all of the animals in the world that gave the game its uniqueness – plus any game that lets you dress up in a chicken suit is fine by us.



WHIPLASH - Eidos

3D platformers don't come much more original than this. The game stars a ferret and a heavily drugged rabbit escaping from an animal testing lab. The game throws the usual puzzles and enemies at you but to knock them out the ferret clubs them over the head with the body of the drugged out rabbit chained to his wrist.



STAR OCEAN: TILL THE END OF TIME - Square

As if Square wasn't already pumping enough RPGs of its own out, it decided to go and team up with Enix to make some more. Star Ocean is the first fruit of this partnership and, to be fair, it looks pretty fine. Boasting slick graphics and a unique real-time battle system, Star Ocean should keep fans very happy.



CASTLEVANIA: LAMENT OF INNOCENCE- Konami

One of the most popular 2D platformers of the late '80s and early 90's, *Castlevania* appeared in a couple of ordinary looking N64 games before enjoying a couple of highly successful GBA titles. Now the series has finally moved into the next generation with an impressive new 3D action title that owes a lot to the *Devil May Cry* franchise.



TIGER WOODS PGA TOUR 2004-Electronic Arts

Tiger takes another swing at the golf genre, this time with five new PGA courses and two new fantasy courses. The create a player options have also been fleshed out much more. The biggest enhancement is clearly the online and voice communication options.



FULL THROTTLE: HELL ON WHEELS - LucasArts

Fans of the early '90s PC adventure classic Full Throttle will be revving their engines at the sight of this mammoth new adventure. The basic 'talk to characters to discover clues' gameplay is still present but new racing and beat 'em up sections have been added to give the game a broader scope.



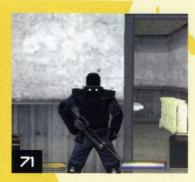
MAFIA - Take 2

Mafia is essentially Grand Theft Auto: Prohibition Era. It's set in 1920's gangland territory, with the player spending half of the time shooting from a third-person perspective and the other half driving around in vintage cars. The gameplay from the PC version has all been retained but the frame rate needs a lot of work.



THE SIMS BUSTIN' OUT - Electronic Arts

The Bustin' Out in the title refers to the Sims' new ability to get out of their houses and get stuck into a handful of new careers, including Mobster, Athlete, Mad Scientist and Fashion Victim. This new edition will also allow you to host parties with all of the trimmings from the House Party expansion pack on PC.



EXTREME FORCE: GRANT CITY ANTI-CRIME - Namco

After Dead To Rights (which should almost be out in Australia by the time you read this) the Namco boys used their shooting engine to create a brand new action blockbuster. The graphics look a little sharper but this thirdperson shooter failed to match the quality of some other shooters doing the rounds.



FINAL FANTASY XI - Square

Square took its popular role playing series online in a brand new Massively Multiplayer adventure with mixed results. FFXI lets players choose their own character and fight alongside hundreds of other players online but it failed to match up to the gameplay options present in the more popular Everquest series.



HARRY POTTER: QUIDDITCH WORLD CUP - Electronic Arts

Combining the massive Harry Potter licence with EA's sporting skill has resulted in *Quidditch World Cup*. Players scoot around on broomsticks competing in Quidditch tournaments as either Harry Potter characters or national teams like Australia and New Zealand.



TEENAGE MUTANT NINJA TURTLES -Konami

Turtle Power is back. This multiplayer beat 'em up takes the frantic action of the early '90s arcade game and updates it with stylish new cel-shaded graphics. Players can choose with turtle they want to play as, then get stuck into the Foot clan with swords, staffs and shuriken.



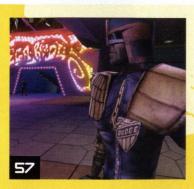
THE X-FILES: RESIST OR SERVE - Vivendi Universal

In what already looks like being ten times better than the original X-Files game, Resist or Serve is based around three television episode-style missions, written by the official TV show writers. Players can try to find the truth out there as either the action orientated Mulder or the scientifically minded Scully.



MADDEN NFL 2004 - Electronic Arts

After NCAA Football 2003 came to the game with a range of impressive features last year, the Madden franchise has been sure to include its own version of all these upgrades. Along with all of the usual graphical and gameplay tweaks, the right analogue stick will now be able to be used to pull off intuitive plays on the fly — oh, and it's online too!



JUDGE DREDD: DREDD VS. DEATH - Vivendi Universal

Taking the in-your-face humour of the *Grand Theft Auto* games and placing it into a decaying futuristic society, *Judge Dredd* casts players in the role of popular comic book hero, Dredd. The first-person shooting controls work well and the good cop/bad cop meter keeps things interesting.



EVERQUEST ONLINE ADVENTURES: FRONTIERS - Sony

The addictive PC online experience has been crammed into the PS2 very successfully. All of the PC online options, allowing you to form guilds, trade weapons and increase the power of your character, have all been included, along with a new series of training missions to help inexperienced players get into the game.



THE SIMPSONS HIT & RUN - Vivendi Universal

Hit & Run uses the same driving concept from Simpsons Road Rage but builds on it with stacks of new objectives to complete and the ability to go inside many of the television show's interiors, like Moe's Tavern and the Simpson family home. Looks much, much better than Road Rage.



SPHINX AND THE SHADOW OF SET -

Giving players the choice of playing as either an Egyptian warrior or a bandaged-up mummy, *Sphinx* is a very polished looking platformer that lets players negotiate hazards across massive levels. Weapons like the blow dart gun can be used to complete puzzles.



ALIAS - Acclaim

Based on the TV show, Alias is a third-person action game in which players must balance stealth and combat abilities. When hiding from patrolling guards Alias uses a MGS2-style split-screen camera to show you how close the guards are getting. The combat offers unique abilities like disarming enemies of their weapons and performing different attacks based on the type of scenery nearby.



TIME CRISIS 3 - Namco

The super slick conversion of *Time Crisis 2* has left PS2 fans begging for more. Namco has answered with a sequel that sports improved character models, more enemies on screen, an enhanced two player mode and the ability to carry more than one weapon, switching between them at the press of a button.



FIREWARRIOR - THO

The Red Faction boys have been busy tinkering away on this hi-tech shooter. The action takes place on a suspiciously Mars-looking planet, but who cares when the action is this frantic. Firewarrior sports truckloads of futuristic laser guns, along with the usual trimmings like explosive barrels, destructible scenery and cagey enemies.



FIFA SOCCER 2004 - Electronic Arts

EA has brought the FIFA series closer to reality with more ballsups. Instead of having the ball magnetically gripped to the players' feet as they run, skill will now be needed to ensure that the new, realistically animated, ball doesn't go walkabout. Online play is another asset.



DESERT STORM II: BACK TO BAGHDAD - SCI

Retaining the squad-based third-person shooting style of last year's surprise hit, Desert Storm II has tweaked the gameplay to make it a little more strategic this time. Only specific members of your four man team will be able to drive some vehicles of complete specific objectives.



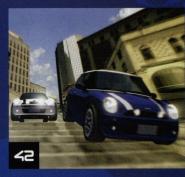
BACKYARD WRESTLING: DON'T TRY THIS AT HOME - Eidos

Tired of leaving all the wrestling fun to the professionals, a bunch of Americans have started up their own Backyard Wrestling federation. What this means for games is more violence, more backyard items that can be picked up and used as weapons. Looks like a welcome breath of fresh air for wrestling games.



RUGBY 2004 - Electronic Arts

EA has toned down the emphasis on scrums and rucks in Rugby 2004, favouring a much greater focus on tackling. With more than a thousand new tackling animations included, expect to see every bone-crunching move. The visuals, create a player and career modes have all be upgraded as well, but the lack of online play is a disappointment.



THE ITALIAN JOB - Eidos

We may not have heard about it over here yet but there's a new modern update of the classic car chase flick, *The Italian Job*, doing the rounds in America. Seeing as how the main focus of the movie is car chases, that's what we get in the game. It looks a lot like *Burnout 2*, but with more driving down back alleys, storm drains and using ramps to jump over roofs.



URBAN FREESTYLE SOCCER - Acclaim

It's soccer NBA Street-style and it looked great. Games are played in locations like courtyards between apartment blocks, with little alleys acting as goals. The gameplay was slick and the slow motion, sommersault-filled special goal kicks sure looked cool.



THE HULK - Vivendi Universal

The latest movie to game combo mixes sneaky stealth action (as scientist Bruce Banner tries to avoid detection) with all out beat 'em up mayhem as the Hulk. Using a slick cel-shaded cartoon look, *The Hulk* had no trouble catching crowds of fans – the Hulk-smash gameplay was pretty cool too.



BEYOND GOOD AND EVIL - Ubi Soft

Playing sort of like Final Fantasy meets Pokemon Snap, Beyond Good and Evil puts players in the role of a professional photographer on a bizarre alien world. The adventure includes, of course, snapping pictures of inhabitants, but also hovercraft racing, staff combat and puzzle solving.



STARSKY & HUTCH - Take 2

Blending *Grand Theft Auto* and *Burnout 2*, *Starsky & Hutch* brings the famous television crime fighting duo onto PS2 for some intense street racing action. The game offers laps to complete as players weave in and out of city traffic and chase crims.



ROGUE OPS - Kecmo

Combining the slow moving stealth tension of the Metal Gear Solid games with the tight tshirt wearing skills of Lara Croft, Rogue Ops dishes out the usual range of deadly weapons and sneaky spy skills. It may not be original but the controls are tighter than her top and the graphics are better looking than her figure.



BALDUR'S GATE: DARK ALLIANCE II -Vivendi Universal

Along with the usual graphical and gameplay tweaks, Baldur's Gate II sports and brand new item creation mode that allows players to craft their very own magical artefacts for use in monster slaying. The action has also been upgraded to take advantage of the third edition Dungeons & Dragons rule set.



THE GREAT ESCAPE - Atari

The WWII escape extravaganza is shaping up to be the thinking man's shooter. There's still plenty of action if you know where to look for it but the numerous strategies and stealth elements keep it thoughtful. Unfortunately, the graphics engine is in need of a serious



NHL 2004 - Electronic Arts

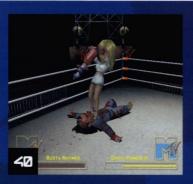
Brawling is the name of the game in the latest NHL game. The right analogue stick can be used to aim and charge up hits. Better yet, you can pull opponents' shirts over their heads and belt the crap out of them while they're blinded. And, of course, it's always 'ice to see online support.



WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY -

Activision

It may have gotten off to a wobbly start but Wakeboarding is now easily on par with the rest of the Activision extreme sports pack. The water looks brilliant, the tricks are spectacular and the gameplay is packed with plenty of original features like co-operative multiplayer and a bizarre cow collection bonus mode.



MTV'S CELEBRITY DEATHMATCH -Take 2

For anyone who hasn't seen the television show of the same name, it's all about claymation wrestling in which celebrities like Marilyn Manson, Ozzy Osbourne and Mr. T pound the crap out of each other. The graphics recreate the claymation of the show perfectly and the disgustingly gross Mortal Kombatstyle fatalities are great fun.



VIRTUA FIGHTER 4 EVOLUTION - Sega

Rather than releasing a brand new Virtua Fighter title, Sega has added two new characters, new arenas, better Al and more than 1500 new costumes to the previous game and plans to release this as a budget priced expansion pack – sounds good to us



CALL OF DUTY - Activision

WWII shooters were out in force at this year's E3. Call of Duty was only playable on PC at the show, but it's due to arrive on PS2 in 2004 and was looking like one of the better war sims on offer. It's a purely action-orientated first-person shooter that sees you charging through a battle torn village with a small platoon of CPU troops fighting intelligently to help you out.



THE LORD OF THE RINGS: THE RETURN OF THE KING - Electronic Arts

Aragorn, Gandalf and Legolas swing back onto PS2 with a much-improved sequel to last year's beat 'em up smash-hit. The most welcome addition is the new two player mode that let's players work together against the servants of Sauron. Expect to see much bigger and more explosive battles.



ENTER THE MATRIX - Atari

After seeing The Matrix Reloaded OPS2 suspects that there may soon be a lot less Matrix fans out there, but for the die-hard fans, this game contains a smorgasbord of Matrix goodies. The game packs all of the wall running, spin kicking, bullet dodging you would expect, plus it even has an hour of new footage directed by the Wachowski brothers.



NBA LIVE 2004 - Electronic Arts

EA's immensely popular basketball sim bounces back with even more options this year. New gameplay sliders will allow you to customise just about everything imaginable. Al has also been improved out of sight, making for much more challenging games - oh, and it's online too



KILL.SWITCH - Namco

This third-person military shooter was looking very slick. The emphasis was purely on arcade play as you moved through a modern day wartorn town, using absolutely any background item for cover, whether it was a stack of tyres, a pillar of a burnt out car. Once behind cover the player has a variety of leans, rolls and jumps that can be used to come out firing very, very cool.



ONIMUSHA 3 - Capcom

Gone are the pre-rendered backgrounds from the last two Onimusha games, the third, and final, part of the *Onimusha* trilogy is all about fast-paced action in fully 3D backgrounds. A time portal also allows the action to take place in both 1582 Japan and 2004 Paris. All this and the inclusion of French action star Jean Reno - too cool!



LEGACY OF KAIN: DEFIANCE - Eidos

We couldn't see any radically new gameplay during our brief play-test but the graphics have improved out of sight. The Kain model is popping with polygons and his glowing sword was too cool. Massive gothic castles and cathedrals dominated the backgrounds, showing off complicated lighting effects during lightning storms.



BUFFY THE VAMPIRE SLAYER:

CHAOS BLEEDS - Vivendi Universal No longer an Xbox exclusive, Buffy is ready for plenty of slaying action on PS2. The super sharp graphics and 'punch, punch, stake through the heart gameplay' has been improved with new attacks and the ability to control new characters like Willow and Xander, each with their own set of moves.



COLIN MCRAE RALLY 04

Codemasters

After a lengthy pause between the Colin 2 and Colin 3, Codemasters has wasted no time pumping out the fourth instalment. It was only a little over six months ago when the last game touched down but the car models are already looking noticeable more detailed and the car control is now hyper realistic.



SSX 3 - Electronic Arts

Like Tony Hawk, the SSX franchise has thrown out all of the previous graphics and gameplay engines to create a fresh start. What EA has come up with is a much more free-flowing snowboarding game that puts you at the top of absolutely mammoth mountains and let's you design your own runs down it - it goes without saying that the graphics are top-notch.



MAXIMO VS. ARMY OF ZIN - Capcom

Maximo, the unofficial update of Capcom's Ghosts 'n' Goblins series, was a sleeper hit in 2002 and the sequel has upped the ante nicely. The enemies are bigger and the environments are more detailed, but it's the battle system that has seen the most improvements. As well as a lengthy list of sword swings and lunges, Maximo can now call on the power of the Grim Reaper.



FREEDOM: SOLDIERS OF LIBERTY -

Electronic Arts

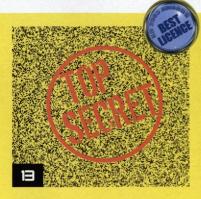
A third-person shooter set in a run-down New York city, Freedom puts players in control of a squad of soldiers, allowing you to issue orders easily to individuals or the entire team. Navigating through complex environments, you will be able to use weapons like machine guns, grenades and Molotov cocktails to take enemies down



NEED FOR SPEED: UNDERGROUND -

Electronic Arts

Need for Speed's latest entry looks a lot like Midnight Club with a serious facelift. The game features the same 'street racing for pink slips' Fast and the Furious-style gameplay, combined with online play and some of the best PS2 graphics yet seen.



MISSION IMPOSSIBLE: OPERATION SURMA - Atari

Like the recent Bond games, this spy sim takes the famous movie characters and puts them into an all-new story. The developers were remaining tight-lipped about many of the details but we did see a highly realistic looking Ethan sneaking about a high security military compound, using the sort of cool stealthy moves that would put Sam Fisher to shame.



TRUE CRIME: STREETS OF L.A. -Activision

The fully playable demos of True Crime were putting a lot of smiles on faces at the show. While it may not match the humour of the GTA games, the driving, shooting and hand-to-hand combat elements have all been upgraded impressively. If Activision can bring all the elements together seamlessly then we could have another must-buy on the shelves.



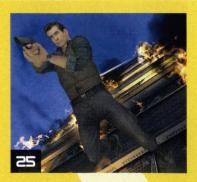
RESIDENT EVIL OUTBREAK - Capcom

The Resident Evil series has made the move to online play very smoothly. Four players join together to form a team of zombie-slayers, choosing from eight unique hero characters. The unique twist is that because of the online play, there is no going back to save points when you die. Once your character gets chomped on by a zombie, you die and become a zombie player.



SYPHON FILTER: THE OMEGA STRAIN

With a production cycle almost as lengthy as The Getaway, the Syphon Filter boys are finally ready to show off their new shooter - and it's a doozy! Obscene amounts of weaponry, new moves and the ability to use disguises, are all wrapped up in gob-smacking graphics. Even better, the game can be played co-operatively by up to four players online - yeah baby!



JAMES BOND 007: EVERYTHING OR **NOTHING** - Electronic Arts

EA has abandoned the first-person perspective of the previous Bond games to embrace a third-person view that allows Bond to move between shooting, vehicles and action scenes very smoothly. One impressive scene showed Bond abseiling down an exploding building, shooting henchmen all the way down.



FINAL FANTASY X-2 - Square

Rather than being a fully-fledged sequel to FFX, FFX-2 is a side chapter in the Final Fantasy universe, using the basic gameplay seen in FFX. The game stars Yuna, and fellow questers Rikku and Paine, in a more lighthearted adventure than previous games.



MTX: MOTOTRAX FEATURING TRAVIS PASTRANA - Activision

Created by the same team responsible for one of OPS2's favourite racers (ATV Offroad) MTX features both stadium and cross-country motocross racing with all of the most famous racers. With tight controls, a smooth framerate and the 'all important' jump pre-loading feature in place this is looking mighty fine.



SOCOM II: U.S. NAVY SEALS - Sony

Proving they're some of the busiest programmers out there, the team behind SOCOM unveiled a playable demo of the sequel before the original has even been released on locally. New features include more voice commands, better team mate Al, more multiplayer games and improved online community support.



RATCHET 2: GOING COMMANDO -Sony

After creating a super slick platforming experience the first time around with Ratchet & Clank, Insomniac went back to the drawing boards to create a much edgier and tougher game this time around with Going Commando. Ratchet and Clank will separate a lot more in the new game and a whopping 18 new games will join five of the original.



SPIDER-MAN 2 - Activision

Activision's web-slinging team has been working overtime on this Spider-Man sequel, based loosely on the upcoming Spider-Man 2 movie. Even though it's almost a year away from release, the game already shows off the new ability to walk around city streets fighting thugs and an acrobatic range of new moves that mimic the way Spider-Man moves in the movies much more accurately.



TOMB RAIDER: ANGEL OF DARKNESS - Eidos

The radically enhanced graphics engine was the most notable improvement in Lara's new adventure. The E3 demo showed off Lara's assets nicely as players tackled a bunch of terrorists busting into a museum and trying to gas out the athletic tomb raider. Lara also handles weapons like machine guns a lot more effectively in the sequel.



RISE TO HONOR - Sony

Martial arts superstar Jet Li helped bring this game to life, by providing both his likeness and voice, along with more than 1,000 different motion captured moves. The game offers a mixture of Kung Fu fighting beat 'em up action and shooting scenes. The left analogue stick moves Jet about, while the right stick is used to pull off impressive attacks in any direction you press it.



XIII - Ubi Soft

When we first heard about a cel-shaded FPS with vintage style comic book sound effects like "kapow!" flashing across the screen, we were a little sceptical. A brief play was all that was needed to make us believers. The cartoonstyle graphics give the game a highly original look, the control itself is slick and the ability to pick up almost any item and smack your enemies over the head with it is very welcome.



JAK II: RENEGADE - Sony

Like Ratchet 2, Jak II is a darker, edgier game with more attitude, but thanks to its longer development cycle, Jak II boasts better graphical effects, more vibrant backgrounds and spectacular vehicle driving sequences through futuristic cities. Jak also packs serious weaponry like plasma shotguns and laser-guided machine guns.



SOUL CALIBUR II - Namco

This game just looks better and better. With impossibly detailed characters, lush backgrounds, massive move lists and airtight controls, Soul Calibur 2 is going to slice and dice Tekken 4. New characters include Todd McFarlane's Necrid and Tekken's own Heihachi. The single player game has also been extended and improved to include a much longer quest mode.



MEDAL OF HONOR: RISING SUN -**Electronic Arts**

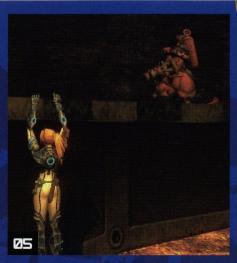
Starting off inside a sinking battleships, players must make their way out while trying not to be too distracted by the ridiculously detailed graphics. Once outside players are greeted by hundreds of fighter planes bombing the crap out of everything in sight. The atmosphere in this WWII shooter was so thick you could cut it with a bayonet.

STARCRAFT: GHOST - Vivendi Universal

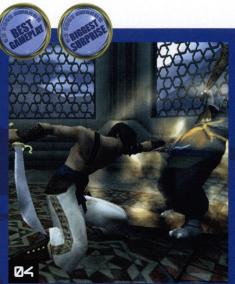
The Ghost in question is a toughas-nails elite unit designed to go in alone and destroy enemy instillations. The Ghost's agility is the most impressive part of the gameplay. She's capable of every Matrix-style acrobatic move in the book, plus she can wield a sniper gun with scary precision. Our favourite move was when she was climbing a ladder, then flipped backwards, hanging upside-down off the ladder by her legs while she targeted an enemy below with her gun. Oh, and she's even sexier than Lara Croft too - you heard it here first!



Love or loath his lengthy storytelling style, old man Kojima sure knows how to make one hell of an amazing action game, and he was back to prove it this year with the pant-soilingly incredible MGS3 trailer. Although it wasn't in playable form, MGS3 takes place in a new jungle setting that sees Snake climbing trees, hanging from branches with one arm while he shoots patrolling guards below, having shootouts in rivers from behind the cover of boulders (complete with blood from bullet wounds that runs downstream) and generally just being a bad-ass jungle Rambo.







TONY HAWK UNDERGROUND - Activision The amount of new features

Neversoft has packed into this year's Tony Hawk has raised the bar for sequels out of sight. The ability to get off your skateboard, then run and jump into new combos, or even climb up buildings and start runs along powerlines is too cool. 'If you can see it you can skate on it' is the thinking behind *Underground*. Other new features include a massive pro skater career mode incorporating a character you create (complete with a photo of your own face mapped onto the character), the ability to make your own tricks and trade them online and a comprehensive park building mode. This game is bigger than

PRINCE OF PERSIA: THE SANDS OF TIME - Ubi Soft

resurrect a classic platforming

franchise, mix in all of the best

Matrix, Soul Reaver and Blinx: The

Time Sweeper? You get one of the

walls, flip behind enemies, engage

best looking PS2 games we've ever seen, that's what. Run up

in cool sword fights, perform

insane finishing moves, kill

undead sand monsters and

rewind time when you get in a

performed with ease within a

baby now!

bind. We saw all of this and more

couple of minutes – we want this

bits from Devil May Cry, The

What do you get when you







GRAN TURISMO 4 - Sony

The king of driving simulations has rolled back onto the track with a list of new features that dwarfs its sequels. More than 500 cars now crowd the Gran Turismo garage, featuring everything from state-ofthe-art sports cars to vintage classics. There are now many more rally and reallife tracks. Perhaps most surprisingly, the exhaustive car and track detail has been taken to such a level that using one of GT4's cars on one of the real-world tracks in the game will yield lap times within a single second of their real-life records for the same car and track. The graphics are also so photo-realistic that you can even make out real-time reflections of the opponent car next to you. Online play is also confirmed. GT still rules the road!

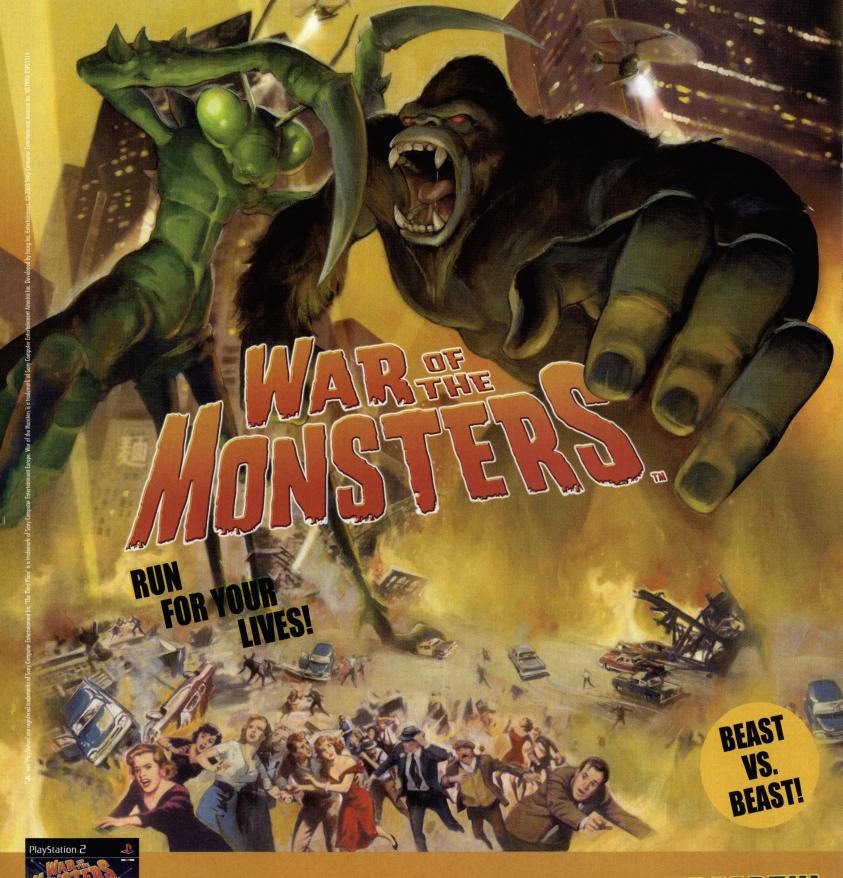


Fig 9. Evolution or Revolution.



Darwin may not approve but it's your job to stop the monkey mayhem as Ape Escape 2 debuts on PS2. An arsenal of weapons and gizmos should help you avoid all the banana skins on the twenty different levels. Ooh, ooh, go get 'em.

TOXIC FUEL TURNS ANIMAL INTO BEAST! - BEAST TURNS CITY INTO RUBBLE!





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REVIEW CHARTER

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REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

10/10 Nigh on revolutionary. A game that could change the face of gaming forever A truly astonishing game. If you have 09/10

a PlayStation 2, you need this now 08/10 Highly recommended

07/10 Good, solid fare that's definitely well worth a look

06/10 Better than average, and ideal for

hardcore fans of the genre

05/10 An average game

04/10 Poor, but still with the odd moment

07/10 Extremely disappointing 02/10 To be avoided

01/10 Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



is a rare gem and only to be given to 10/10. The only

SILVE

is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now! BRONZE PlayStation 2

The Bronze Award is for games that score 8/10. These games are highly and are 100%

/ MUSIC /IMEDIA

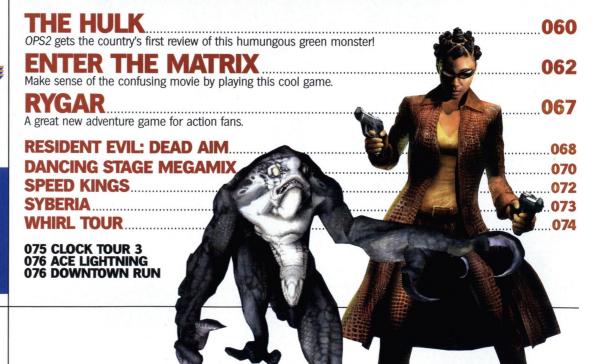
DVD RELEASES

I Spy / Fargo / Die Another Day / A Fish Called Wanda / Red Dragon



OCOM: US NAVY SEALS ... 056

OPS2 takes a tour of duty with this intense squad-based shooter!



It takes a little more to make a



SOCOM: U.S. NAYSEALS

WILL SONY'S TACTICAL SHOOTER KICK OFF A NEW ERA OF ONLINE CONSOLE GAMING?





Champion









SR-25 SD 20/20 5 MAGS

23.2M

GUNS, GUNS, GUNS!!!

It shouldn't be much of a surprise to find that SOCOM has a pretty heavy-duty arsenal of weaponry on offer. Pistols, machine guns, assault rifles, sniper rifles, grenades and other explosives are available in multiple varieties, from simple 9mm pistols, to P90 machine guns, to the always welcome satchel charge. There's also a few gadgets such as the laser designator which can be used to illuminate your target.





PUBLISHER SONY
DEVELOPER ZIPPER
INTERACTIVE
PRICE S99.95 OR \$129.95
WITH HEADSET
PLAYERS: 1-16
OUT. JUNE
NEEPORTE.

WEBSIE:
WWW.PLAYSTATION.COM.AU
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERPHERALS: HEADSET

BACK STORY

Navy SEALs was a film made in 1990 starring Charlie Sheen and Michael Blehn. Förtunately SOCOM: U.S. Navy SEALs has absolutely nothing to do with that train wreck, and has sold over one million copies in the US since its release there in August 2002. It has proved itself to be the must-have title for PS2 Oxline.

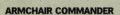


To be honest here, we couldn't help feeling a little silly sitting in the office with our SOCOM headset on, barking orders at our virtual squad of hard-nosed special forces. To anyone passing by, it must have sounded like we were sitting talking

to ourselves in a slightly deranged manner. Surely if you were in an office building and you heard someone shouting from another room "Bravo team! Defuse the bomb!" you'd be a little on the panicky side.

Within five minutes though, we were past caring what people thought. We were already immersed in a skilfully crafted world of counter-terrorism and warfare, spirited away to the jungles of Thailand and wind-swept oilrigs, at the helm of an elite unit of highly trained military specialists. *Ghost Recon*? Here's your marching orders boy, there's a new kid on the parade ground. Ten-hutl

While SOCOM is the first online title to appear from Sony, it's worth noting that the single-player game merits a purchase in its own right – something vitally important for those people – and lets face it, there's a lot of us – not yet hooked up to broadband. Set in the near future, you're the leader of a four-man Navy SEAL unit, an elite bunch of badasses who are sent in to deal with the scum that no one else can handle.



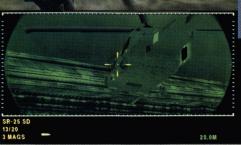
The action is split into 12 levels, covering such locales as the jungles of Thailand, the deepest, darkest Congo, the freezing wastes of Alaska and

the sun-parched wilderness of Turkmenistan. In each, you'll face highly trained opposition, each with their own political agenda and doggedly determined to rub out anyone who gets in their way. The levels are well designed, with plenty of scope for differing approaches. Do you attack head-on or split your team and flank the enemy from both sides? It's entirely your choice. You're given a set number of primary objectives, which must be achieved to progress, but you're also given a list of secondary goals, which offer a sterner challenge. You may be asked to breach a particular door, for example, destroy a cache of weapons, or pinpoint look-outs on the approach to an area. All in all, there's a wide variety – keeping things interesting.

SOCOM provides a few different game types for online team play, based on models familiar to anyone who has played Counter-Strike and the like on PC. Team deathmatch is known as 'Suppression'. Mix single-flag Capture the Flag with Counter Strike-style bomb-planting and you get 'Demolition'; there's a lone bomb in the middle of the map, which either team can use to blow up the other's base and win. 'Hostage Rescue' involves, well, rescuing a hostage.

The thing that makes teamplay a bit more interesting than the single-player game is that when you are killed, it's usually for a good reason. The realistic damage system and relatively imprecise controls mean that more often than not victory goes to the player who gets the drop on another, not the one who's quickest on the draw. Sneaking around stealthily, using team-mates to implement







TALKING THE TALK

Obviously one of the most unique features of *SOCOM* is the voice recognition. There are a number of commands at your disposal; ranging from common tasks such as "Open door", to broader orders such as "Cover area", causing your team-mates to give you covering fire. Of course, without the headset you can still issue commands via your controller.

It takes a little more to make a





diversionary tactics, and shooting the bad guys in the back are the order of the day.

The available game types provide a reasonable amount of variety, Demolition being an especially clever design, but it would have been nice to see some more complex missions, more along the lines of the single-player game. Suppression gets old fast, and even the other two wear a bit thin after a while.

LOOKS REAL, SOUNDS REAL

SOCOM is by no means outstanding in terms of visuals, but thankfully, the game excels at creating an atmosphere that's so engrossing, the visuals take a back seat. Take the game's fifth level, where you're required to infiltrate a ruined temple complex in Thailand and rescue a kidnapped US Ambassador and his wife. Crouched behind a rocky outcrop in the drop zone, you order your men to hold fire and stealthily crawl on your belly through the long grass, listening intently to the conversations of the patrolling guards to gather vital intelligence. It's gripping stuff, lying there with sporadic bursts of chatter from HQ and your squad coming loud

and clear through your earpiece, listening closely to the guards and praying that you're not discovered. Stealth's often your most powerful ally. The element of surprise vital in gaining the upper hand.

vital in gaining the upper hand.

Special effects for weather and the like are a little hit-and-miss. The rain isn't anything to scream about, but snow in places like Alaska looks a fair bit nicer, especially since it's complemented by tracks and trails of blood in the powder. There's also some sporadic use of volumetric lighting, which can be found in the interior of ships and a few other places, adding a strong atmospheric touch.

Considering your job consists largely of killing enemy guards and soldiers, it's a good thing that the developers have designed some pretty cool death animations. There's a wide selection of smooth, realistic ways for the bad guys to die, as well detailed wounding animations. An enemy might take a bullet in a non-vital body part like their arm, collapse to the ground while reacting to it, then stagger back to their feet. Meanwhile, your fellow SEALs have several unique animations for fiddling about with their inventory, reloading weapons,

and giving hand signals to team-mates.

With any game that attempts to be as realistic as possible, the quality of the sound effects is a very important element in presenting a decent atmosphere. SOCOM features a solid combination of voice acting, environmental sounds, and more active effects. The gunfire effects show particular attention to detail. The silenced weapons sound particularly authentic; presented in a lighter, more realistic fashion so that you can hear the sound of the bolt cycling in between a brief bit of noise from the muzzle and the subsequent ricochet effect.

The voices from both your team members and the enemies are an extremely important and well-implemented part of the game's presentation. The mission objectives are presented in a calm voice, the satisfyingly gung-ho responses of your fireteam are nicely varied and the several different tongues spoken by the terrorists are extremely convincing. The foreign languages don't just add to the realism purely with their inclusion; in certain missions they are an important gameplay element. For example, one of your objectives

BITE YOUR LIP, SLASH THEIR THROAT

Of course you can't always be ordering your troops around, sometimes you've just got to shut your mouth and get stealthy. You can get stealth kills via a silenced pistol shot to the head or a quick slice at the jugular with your combat knife. You can even smash unsuspecting enemies in the head with the butt of your rifle to put them to sleep unawares.





Thampion





might be to overhear a conversation in Russian; if the only Russian speaking member of your team dies then you won't have anyone to translate and thus won't be able to complete the mission.

SHOOTING WITH A SLIGHTLY CROOKED SIGHT

Unfortunately the game's not without its problems. For starters, the AI of computer-controlled characters can be annoyingly unpredictable. Sometimes enemies will see you from miles away, even when you're lying prone in long grass or up to your helmet in filthy ditch-water; at other times, they won't even eyeball you when you walk straight up to them and whack 'em round the head with the butt of your rifle. The same goes for your squad - you're never quite sure whether they'll expertly pick off targets from 200 paces or blunder blindly into enemy crossfire like the brainless lines of assembly code they really are.

Likewise, while the voice recognition is one of the game's most engaging features, it's not perfect. It's generally a smooth and thrillingly novel way to play but, frustratingly, there are times when your men just get

confused for no logical reason. You'll want to turn your guns on them when they start bleating "I don't understand sir" right in the middle of a firefight.

Luckily, though, there is an ace lurking up the sleeve of SOCOM's flak jacket - online play. The game offers network gaming for up to 16 players in a spec-ops vs terrorists face-off, with a variety of objectives, such as rescuing hostages, defusing explosives or all-out assault. As with the single-player game, the designers have opted for a 'realism' approach, whereby a single shot to the head can kill you, and depending on your viewpoint, of course, this is either a good or a bad thing.

It's entirely possible to be shot in the first ten seconds of play, and then sit out the rest of the game while the other players fight it out. If you're expecting the frantic respawning of TimeSplitters 2, you'll be sorely disappointed. OPS2 reckons that despite hours spent just sitting and waiting, the gritty realism and tense thrills this sense of danger creates more than make up for any boredom.

To be honest though, it's the use of the headset that makes SOCOM so engrossing to play, and makes it unique among PS2 games. There's something very cool about being able to actually speak to your team, or to talk directly to other players over the Internet. It may not be perfect, but this is a very promising beginning for PS2 online gaming, and a fine game in its own right. Get ready to be very excited about PS2 online! Tristan Ogilvie

SOCOM: U.S. NAVY SEALS

Why we'd buy it:

- spheric tactical military action We love using the headset
- peripheral
- You can tell your PS2 what to do!
- Why we'd leave it:
- Why We'd leave it:

 We feel stupid talking to ourselves

 We yearn for the fast-paced thrills
 of TimeSplitters 2

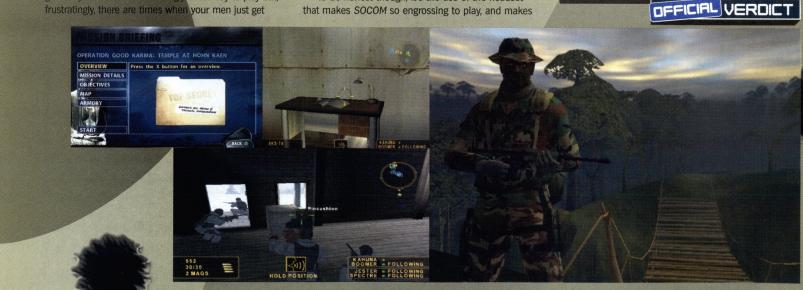
 Al is occasionally sloppy

 Standing up with headset still on =
- whiplash

Solid, but could be better Graphics Atmospheric sound effects and rousing soundtrack Gameplay Innovative and engrossing, but sadly, flawed **Life span** With online play, almost limitless

Engrossing tactical action, with excellent online play, but if you haven't got broadband you won't fully appreciate it.







In the world of superheroes, it seems that no one is given a rawer deal than The Hulk. Batman is rich, lives in a mansion and drives a really cool car. Superman can not only fly

and stop bullets, but he's also able to x-ray-vision his way to naked babes, twenty-four hours a day, seven days a week. Meanwhile poor old Mr. The Hulk, or 'The' as he's known to his friends, just gets left with an embarrassing green complexion, a tendency to grunt a lot and a long list of outstanding bills at the local tailor. Is it any wonder he's so darn angry?

In any case it certainly seems that smashing stuff in a ridiculously mindless fashion is his business, and in his new videogame outing, business is good.

The game comes on the rather bulging heels of the new blockbuster feature film, starring our own Eric Bana as the Mr. Hyde to The Hulk's Dr. Jekyll, scientist Bruce Banner. Continuing on after the events of the film, the game meshes together two distinct gameplay types; the destructive smash em' up when you're controlling The Hulkster and the more cerebral stealth mode when you're in the role of Bruce Banner.

YOU'LL LOVE HIM WHEN HE'S ANGRY

Unsurprisingly, it's the non-stop recklessness found in The Hulk levels that will slap a maniacal grin on your face and an unquenchable thirst for carnage in your soul. Humans, mutants and a swathe of inanimate objects all line up to be smashed, bashed and trashed

by the not-so-jolly green giant, in a number of varied, yet always, satisfying ways. A well constructed physics engine means that environments fragment and shatter in a different manner depending on the real world effects of mass, weight and gravity. So you can pick up a wooden crate, hurl it into a door and watch it splinter and ricochet, or smash a pipe into the pavement, send cracks rippling through the concrete and stomp off with a newly misshapen pipe.

Virtually anything that comes across your path can be picked up and used as a tool of destruction. Barrels, wooden beams, cars, other people and more can all be used as weapons to combat the enemy or as makeshift battering rams to smash your way through locked doors.

Of course, the environments aren't the only things at the mercy of the big fella, there's also a healthy cast of adversaries for The Hulk to contend with; from slowwitted military troops, to mutated 'gamma dogs', to resolute robots. These robots are the elite fighting force ruled by The Leader, the game's super villain. Other bosses on hand include the lunatic Half-Life, the decidedly not-nice Madman and of course The Hulk's mentor and nemesis, Ravage.

Enemies can be dealt with in a number of ways, 25 to be precise. You'll start out with simple punch combos, but soon enough you'll be deafening foes with mighty Sonic Claps and crushing skulls with brutal Gamma Slams. A particular favourite move of OPS2 is the one where The Hulk raises an enemy in the air above him

and then repeatedly smashes the top of his head into their mid section before tossing them aside like a Hulksized Kleenex.

Whenever you are holding something, whether it's an object or an enemy, you can target other objects or enemies with the **a** button and use the **(a)** button to hurl your makeshift projectile into your mark. You'll be surprised how easily it is to slip into the habit of opening doors with some arbitrary henchman's head.

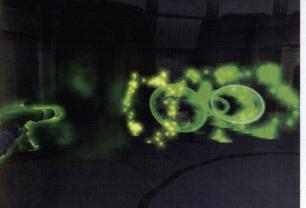
YOU'RE NOT THE BOSS OF ME

Boss battles are a bit of a mixed bag in *The Hulk*. Fighting Half-Life requires you to cunningly utilise the environment around you to assault him, as his radioactive form is too damaging to touch. On the other hand, fighting Madman requires you to bash him repeatedly and hope that you don't get shot in the back by one of his bazooka toting henchmen; not much thought required.









More often than not you will be taking on an army of assorted soldiers, stationary gun turrets and mutant gamma freaks all at once. Although you can use each individual enemy as a weapon against the others, OPS2 would have preferred it if The Hulk could grab multiple enemies at the one time; like perhaps seizing two enemy soldiers and clunking their skulls together.

METAL GEAR TEPID

So The Hulk levels are pretty damn good. But the thing that is going to make you angry enough to bust a seam in your trousers is the inclusion of the Bruce Banner stealth levels. It's not that they are poorly designed or implemented, it's just that after smashing your way through a couple of levels with reckless abandon it just seems a little off-kilter to be timidly sneaking around the backs of guards and pulling switches to open doors.

As Bruce you are given only a handful of moves; a punch attack, a duck/roll move for sneaking, and a grab move to either wrestle enemies into submission or to push/pull crates in order to reveal hidden doors. Your main course of action in the Banner levels is to evade patrolling guards, tip-toe past sleeping gamma dogs and zigzag your way between alarms.

But so what if you get caught, right? I mean, you can just get angry, turn into The Hulk and start

feeding the bad guys their own body parts through their nostrils, right? Wrong. Transforming into The Hulk means game over for Banner, due to a convenient explanation announced at the beginning of the level such as 'some random hostage will be executed if they find out The Hulk is on the premises'. And don't think you can use your meagre punch attack to turn the tables on the guards, they seem to be a tad more relentless than those found in MGS2 and Banner can only cop a few hits before he mutates.

Thankfully the stealth experience is a relatively minor aspect of the game, and there is only a handful of Banner levels compared to the 20-something Hulk levels. It's a shame that they were included at all, as you just end up rushing through them to get back to smashing stuff, which pretty much defeats the purpose of the developer's attempt at shrewd, puzzle based gameplay.

NOT A SENSITIVE GUY

The Hulk is obviously not a fan of sensitivity. And neither are we; context sensitivity, that is. Sadly, the developers have slapped a liberal dose of context sensitive gameplay elements into the strange beast of a game that is The Hulk. Consequently, the experience as a whole feels

somewhat restrictive and linear. See that thick

steel door? Go ahead and smash through it with a pipe to enter the next area. But what ever you do, don't try and bust through the brittle brick wall surrounding the door, as it seems to be completely impermeable to anything barring a nuclear blast! Similarly, the 25 attacking moves promised by the developers are also relative to specific enemies; for example you can

> grab gamma dogs by the collar and ram your knee into their jaws, but you can't use the same move on a human.

Likewise in the Banner levels: you can push some crates to reveal doors, but other seemingly identical crates just won't budge. At least the game lets you know just what objects you can use with flashing green arrows.

MASTERMIND The Master is one of the cooler baddies in The Hulk universe



HULK SMASH... Or toss green fireballs about?

illing off combos or picking up red 'anger orbs' that litter the vels will add to The Hulk's rage meter. When this meter is full you into a rage and your attacks become much more powerful. A Il rage meter also allows you to pull off a number of special tacks that can potentially wipe out a full screen of enemies.





Garish green arrows aside, the graphics of The Hulk are quite reasonable. All of the characters and locations are rendered in a semi cell-shaded style, making it look like a cartoon without the harsh black outlines. The Bruce Banner of the game bears a good likeness to Mr. Bana, and The Hulk lumbers around accurately; often leaving a trail of crumbled pavement as footsteps.

The style of the music contrasts accordingly with the manner of each level; stealth levels have a suitably ambient score, whereas the beat em' up levels offer up a faster paced throbbing techno tune. The music is definitely nondescript; play Vice City or Enter The Matrix and you'll find memorable soundtracks, play The Hulk and you'll instantly forget the music as soon as you turn the PS2 off. OPS2 suggests that something more likely to incite a violent rage should have been included on the soundtrack, such as anything by Russian pop nymphs T.A.T.U perhaps.

So is Vivendi's new brawler a worthy representation of the Shrek-on-steroids, Hulkster? Is it even a little bit 'hulk-errific'? Well, as movie tie-ins go it's only slightly over par. The less said about the stealth levels the better; and though the beat em' up action is quite fun it does become very repetitive later on.

If you're after a cohesive blend of over-the-top violence and crafty bit of stealth, grab yourself a copy of The Mark of Kri. If, on the other hand, you're after some mindless, albeit short-lived, fun, then maybe The Hulk is for you.

Tristan Ogilvie

THE HULK

Why we'd buy it:

- It's a good stress reliever
 Now we can break stuff without
 getting sued!
- getting sued! We like how the story continues on
- from the movie
 The Hulk smashes the competition!
- challenging Levels are too linear
- Not enough unlockables Graphics Mmm...cartoony. Nice animation too

Why we'd leave it:

Smash one wooden crate; you've smashed 'em all Gameplay isn't particularly

Average music but decent smashing sounds Gameplay The Hulk is PS2 gaming on steroids! **Life span** Play it through once and then smash it to bits

Not a smash-hit; but not damaged goods either. An enjoyable beat em' up; shame about those stealth sections though.











It's time to jack back in to a world that cannot be described...

BACK STORY

On paper, Enter The Matrix is the ultimate movie licence tie-in. A sizeable chunk of the game's reported \$20 million budget was spent filming an hour of original footage with the cast of Reloaded and Revolutions. The end result is a game written and directed by the Wachowskis whose plot weaves in and out movie universe



The Matrix, for those just waking up from a 'TravaCalm' induced coma, is the 1999 sci-fi action blockbuster that proved to a jaded generation that big budget did not necessarily mean small brained. It was a

movie seemingly custom designed for an audience of gamers, comic book geeks and cyber piglets, telling a grim tale of humans existing in an artificial reality, blissfully unaware that evil machines are using them like fleshy Duracells to power their dark machinations.

In the four years since we all took the red pill and saw "reality" for the first time The Matrix has become much more than just a cool movie to stick on the DVD player. Thanks to the canny efforts of directors the Wachowski Brothers, The Matrix has become a veritable universe. From the excellent Animatrix films; a series of nine animated shorts that expand the scope of the first movie, to the much anticipated sequels, Matrix Reloaded and Revolutions, this is a universe that most of us are more than willing to lose ourselves in.

That brings us to Enter The Matrix. Just what is it? A game? A movie? Yet another part of the increasingly bizarre Matrix mythos? The answer to these questions is a predictably cryptic "yes and no", for, as with all things Matrix, the truth is murky. Crystal clear, however, is what Enter The Matrix is not: It is not yet another dodgy film tie-in that bears little relation to the licence it supposedly represents.

For a start the game was actually written and directed by the Wachowski brothers themselves. The events in the game do not mimic those from The Matrix Reloaded but rather occur parallel to the action, characters and scenarios linking, adding to and sometimes colliding with what happens in the eagerly anticipated film. In fact, so serious were the Wachowski's about keeping their Matrixverse pure, they actually shot an hour of footage during the making of Reloaded to be exclusively included in ETM as cutscenes and additional material. This helps to explain the title's reported \$20 million budget and the palpable excitement that has followed its development. Such creative control and care is almost unheard of in the gaming industry. It would be like George Lucas overseeing all of his Star Wars titles, making sure they were faithful to the source material and not letting them become the crappy cash grabbers they all too often do.

This is all very impressive on a philosophical level, and hopefully will encourage developers to improve the quality of movie tie-ins in the future, but the real questions remain: What is Enter The Matrix? Is it any

"STOP TRYING

TO HIT ME AND HIT ME!" Root around ETM's Hacking program and you can find seven two-player beat-'em-up arenas complete with playable characters you won't find anywhere else...











GUNS

6

ů

STOP STOP

2



















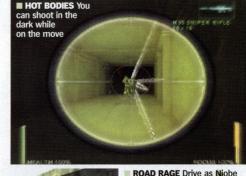






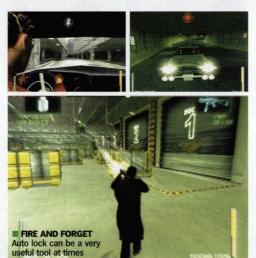




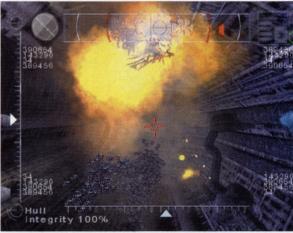












SICK SQUID You get to ride shotgun in the Logos as you're pursued by hunter killer 'squiddies' through the sewers



PLANE FLAILING You can't



have a boarding pass? A shotgun will suffice in ETM

good? And is it worth your hard earned bucks?

ETM is a third-person action game with a story that spans 12 massive levels. You can play the game as one of two characters, Niobe or Ghost, effectively doubling the size of your adventure. Our heroes are crew members of the Logos, a human resistance ship much like the Nebuchadnezzar in The Matrix. Niobe is a pilot and Captain (like Morpheus) and Ghost is an assassin (like Trinity). Both playable strands of the game's story share certain identical levels, but there are a number of points where Niobe and Ghost's paths diverge, giving you unique environments, objectives and even bosses. This can be seen most clearly in ETM's generous handful of driving levels. Play as Niobe and you'll take the wheel, but play through as Ghost and you'll be riding shotgun, literally, when the game transforms into an on-rails, FPS, sharpshooting, automotive blast-fest.

Like the movies, ETM is a frantic, action-packed spectacle. Without giving too many of the plot details away (spoiling moments from both the game and Reloaded) the basic premise is this: you receive a transmission from the final flight of the Osiris (hands up if

"Time is always against

you sat through the terrible Dreamcatcher just to watch this excellent Animatrix episode!), detailing an information drop left in the Matrix for you to recover. There is nothing for it but to jack in and search through the bowels of a massive post office complex where the package now resides.

This first environment, like many in the game, is huge and sprawling, so to keep the action pumping you're guided by a helpful on-screen arrow to your next objective. Sounds simple enough but because this is the Matrix you're always surrounded by enemies wherever you go. They're human at first, poor brainwashed souls who have no idea they're fighting on the side of evil, but eventually you'll go toe-to-toe with the virtually indestructible Agents and other enemies that will surprise you, especially the bizarre and tough denizens of the Chateau level... Basically in ETM you'll either be running,





















RETURN OF THE HACK

Expecting a perfunctory bonus menu in ETM Time to expand your mind

One of the best bits of ETM is the Hacking option. Log on and you're invited to explore a text-based computer system like the ones used by hovercraft operators like Sparks. You're given minimal instructions, but explore and you'll find cheats hidden within the system's drives, data files, FMVs – and that's just the start. Get experienced and you'll be able to make 'drops' of weapons into the main game, download new moves, chat with Trinity and decode messages that the developer will release on the Internet over the months to come. Part retro coding; part inspired detective hunt. A brilliant way of extending FTMS life.



When you start hacking you'll be in the dark. But root around and you'll find a series of drives with tonnes of info and secrets.



Deep into the hacking you'll ind an email account. There's an email that contains phone numbers. Dial them up.



You've just had a text chat wit Trinity. She's impressed with your progress and gives you into about some new files



Data files on weapons, people and cars, FMV, cheats and virtual drops into the Matrix are all here. Can you find them?







film Dreamcatcher and you'll see The Final Flight Of The Osiris,

a CGI prequel (by Square) to

he Animatrix



AGENTS UNDER FIRE

They won't die!







DEAD SLOW

driving, flying the Logos or fighting (mainly the latter).

Combat comes in three forms: hand-to-hand, gun
assisted and a combination of the two. There are a

"I know Kung-Fu"

whopping 1000 different combat moves available in the game depending on your experience level, whether you play as Niobe or Ghost and on your hacking ability (see Return of the Hack). All of these moves have been attractively motion captured and mapped to a surprisingly simple control system. Basically you get a kick button, a punch button and a disarm/defence/stealth kill button. Combine these with

disarm/defence/stealth kill button. Combine these with the left analogue stick and soon you'll be pulling off visually spectacular and devastatingly effective moves with ease. Any game where you can rabbit punch a SWAT

guy, twist his M5 machine gun out of his hands, round-house kick him high into the air and blast him with his own weapon before his lifeless carcass hits the floor all in the first ten minutes of play is pretty good in our books.

But the combat variety doesn't end there. The bar on the lower right hand side of the screen is called the "Focus Bar". Activating your Focus power puts you

"You have to focus, Trinity"

into what has oft been dubbed "Bullet Time" mode, and that's when you can really pull off the very special moves. Bullets become visible and much easier to dodge, hand-to-hand combat slows down and becomes positively poetic and gunplay transforms into an airborne ballistic ballet. Best of all you can run along walls and cartwheel through the air firing as you go, just like Neo did in the classic lobby

AN HOUR OF FOOTAGE W

AN HOUR OF ORIGINAL FOOTAGE WAS FILMED SPECIFICALLY TO MAKE THE GAME'S CUT-SCENES





















MONEY SHOT

DOWN THE RABBIT HOLE

We'd be bastards if we told you everything we've uncovered about the Matrix film settle while playing FTM

while playing ETM (some sluggish movie

goers are still walking around with fingers in their ears trying to avoid hearing any spoilers) but here's a taster of some of the movie's highlights.

Neo in the rain. At the end of The Matrix he'd gained almost god-like powers...



But at the end of that very film, Agent Smith had bee destroyed. What's up?



Sentinels and other machines we've never seer The source of the Matrix?



Niobe, Ghost and Morpheus and if you look closely you'll also see Nee and Tripity



What's this? It looks like a pristine control room. Coul



Seen the trailer with the highway chase? You haven't

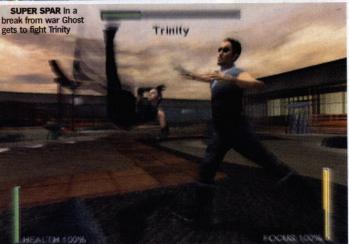
HAIR



Neo rescues Morpheus an another person from a fire death, but who is it?









Plant levels are beautiful to look at if you have the time



without a sniper rifle

→ Be warned, though, that your Focus is very limited and although it recharges fairly quickly, it also depletes a lot faster than in Bullet Time clones like Max Payne and BloodRayne. On the plus side, your health also replenishes in the game's few quiet moments, giving a nice sense of balance to the whole exercise.

Level design and graphics in *ETM* are fairly slick, managing to distract you from the fact the game is, at its core, a very linear experience. The driving missions aside, most of the mission objectives are logical and often very inventive. Any time the Agents appear the tension mounts to almost survival horror levels, because, as you (somewhat disappointingly, perhaps) don't get to play Neo, the only real course of action in that situation is to run... and run some more. Music is also used to great effect with a combination of hard rock, techno and orchestral scores.

Add to all this the interesting Hacking sub-game and cinema-quality cut-scenes and what you're looking at is a highly polished package. And that, ironically, is what keeps *Enter The Matrix* from getting the top scores. As an

official, interactive *Matrix* experience *ETM* is one of the best movie tie-ins ever, demonstrating the Wachowski's mastery over all forms of media. Unfortunately, underneath all the glitz and glamour lies a fairly shallow

action game. There's nothing wrong with that, of course. Some of the best times spent with the old black box are playing shallow action titles, but considering the huge budget *ETM* had, and the masses of resources that have gone into its development, you might expect a more satisfying level of depth.

That said, ETM is an enjoyable action title that looks great, is easy to pick up and hooks you in. What's more, for hardcore Matrix fans it represents the only way to get the whole story behind Matrix Reloaded and Matrix Revolutions, and for many of us that's more than enough reason to Enter The Matrix.

ANTHONY O'CONNOR

ENTER THE MATRIX

Why we'd buy it: It's a very entertaining cool

- It's a very entertaining, cool looking action game

- We love all things Matrix

- It's one of the better movie tieins we've seen Why we'd leave it:
- Ultimately it's a fairly shallow action game

action game
- Very linear plot despite dual
adventures
- We'd rather take the blue pill

Graphics Superb models and slick animation Sound Beautiful orchestral score and sound effects Gameplay Enjoyable but very simple and repetitive Gameplay There's plenty to unlock if you stick with it

Despite a painful lack of depth *ETM* is an enjoyable package for anyone after another dose of *Matrix* mayhem.

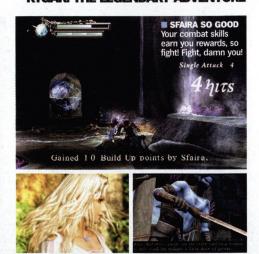


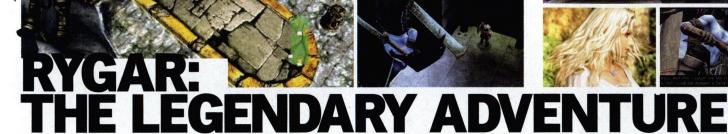
SPIN BACK TO EARTH, LIKE NEO DID IN THE CLASSIC MATRIX LOBBY SCENE

RUN ALONG WALLS AND



RYGAR: THE LEGENDARY ADVENTURE





In which the origins of the humble yo-yo are explained



PUBLISHER: ATARI
DEVELOPER: WANADOO
PRICE: \$99.95
PLAYERS: 1
OUT: NOW WEBSITE: WWW.RYGARGAME.COM 60HZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO

BACK STORY

important action adventure titles, first in '86 as an arcade game, then on NES in '87. It was different from other videogames of the era because instead of wielding a sword, or a gun, Rygar used a 'Diskarmor' to dispatch his enemies. RPG elements combined with action to make for one of the greatest NES games of the time. This new Rygar game is essentially a fancy remake of the original with a remixed story.

Rygar was one of Tecmo's most

sure (it's the first time we've heard of it for a start). On the end of Rygar's homicidal yo-yos - sorry, 'Diskarmors' - are Titans, a group of fallen gods banished to the underworld, who have broken free and kidnapped the beautiful princess Harmonia, who our boy is somewhat keen on. The story might be Greek myth-lite but it provides a solid framework and, more importantly, excellent hero fodder for an adventure such as this.

men dressed in skirts and called themselves heroes.

In them there days your yo-yo was known as a

'Diskarmor' and was capable of much death-bringing in

adventure, although whether it is legendary we're not so

many ways (see Trick Style), all in the name of saving a

pretty lady. As the name indicates, Rygar is on an

WINGING IT So that's what Icarus did next...

According to Rygar the Legendary Adventure

the yo-yo started life as a versatile piece of killing kit. It was also pretty big. This was a

long time ago, clearly. About the same time horses wore horns and called themselves Unicorns, and

Superficially the game plays like Onlmusha meets Devil May Cry and has clearly borrowed control and design elements from both of them. Rygar's controls are simple yet balanced, and handled by two basic attacks and a jump button - new combos can be created by linking together different combinations. While you start with a single Diskarmor called Hades, later on in the game, as switch quests and physical puzzles are introduced, you're rewarded with two more sets to bolster an already impressive range of moves. Each set of Diskarmor specialises in short, middle or long range attacks and they can be switched between in an instant with the and and buttons.

only because you can use it to decapitate, bludgeon and magically disappear enemies but because indiscriminate

swinging brings about all sorts of accidental rewards. Lots of the lovingly created 'ancient' environments are destructible so swinging your mighty yo-yo sees all kinds of debris fall around you, from statues to walls to fallen bits of scenery.

This unabandoned hack 'n' slash feel is tempered by the Final Fantasy-style introduction of magic stones in your armour that can be equipped to add strength, defence or enable new special attacks. Smaller enemies drop experience orbs which allow you to level-up to fight the bosses. Despite this RPG element Rygar is, at heart, an action game with combat at its core. There's a stunning and eclectic mix of bosses that form the real set pieces in the game. The epic soundtrack (played out by the Moscow Philharmonic) and exquisite graphics provide the perfect backdrop to all the mayhem.

To be certain, this is quality action gaming, providing plenty of mindless thrills, but at around seven hours for the first play through, it ain't no epic.

Simon Parkin

COMPACT DISK The Diskarmor has several uses



The beauty of the Diskarmor is soon apparent not

RYGAR: THE LEGENDARY ADVENTURE

- Why we'd buy it:
 Epic and beautiful landscapes
 Fresh subject matter
- Great combo system Solid action
- Legendary adventures can be daunting Fight small worms to get to

Why we'd leave it: Confused and confusing plot

bigger worms gameplay

Graphics	Better than Onimusha and Devil May Cry	ØE
Sound	Top effects and epic orchestral score	Ø7
Gameplay	Solid, if a little repetitive	ØE
Life span	Around seven hours first time, plus the extras	07
- X 107 973 157 Christ 1911 W.C.		and the second

This would make a fine and worthy addition to any action fan's game collection. Brevity is the only pain



DEFICIAL VERDICT



allows for. Here's a taste

of what you can achieve with a bit of timing.



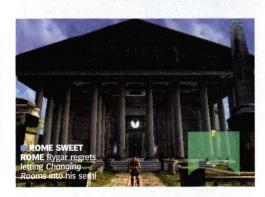
BASIC COMBO By combining a series of standard hits the player can achieve spectacular results. Here, enemies – both in front and behind – feel the wrath of the Diskarmor



SNAP By holding down attack you can latch on to smaller enemies. Once lassoed, rotate the left analogue stick, and spin them around (right around) into an obliging wall



MAGIC MAYHEM Magic enhanced attacks rank up the combo chain meter. Allegedly, one staff member at Tecmo managed a chain that went into the 900s. Yeah, right

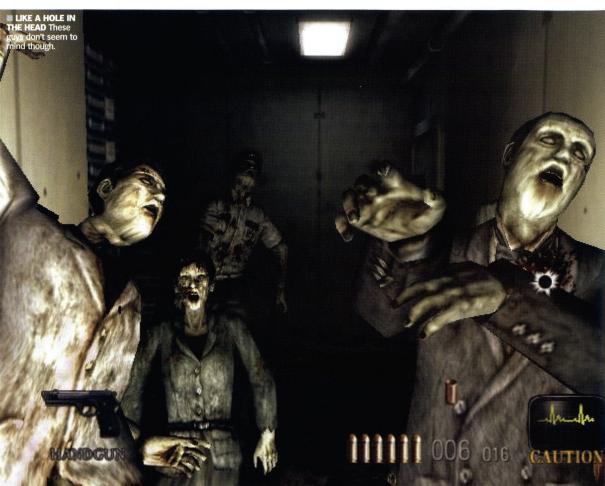






KEY MASTER It's still a hunt to track down all the annoying keys.





RESIDENT EVIL: DEAD AIM

This time only the zombies suck

PUBLISHER: THQ
DEVELOPER: CAPCOM
PRICE: \$99.95
PLAYERS: 1
OUT: NOW
WEESITE:
WWW.CAPCOM.COM/RESID
ENTEYLU
60HZ MODE: YES
SURROUND SOUND: NO
WIDESCREEN: NO

BACK STORY

Resident Evil: Survivor arrived in a light gun market that was dominated by Time Crisis. But unfortunately, it didn't end up being a Survivor – its sequel was unable to knock off the Namco top seller. What can we say about the Resident Evil series that hasn't been said before? No one will ever forget the fear they felt while playing the original Resident Evil. It was the game that conducted the sundred before general desired.

revolutionised the survival horror genre and inspired titles like *Silent Hill*. While many have tried to come close to matching its horror, no one has been able to knock it off as the most horrific game ever. However, these days the *Resident Evil* series has become the *Halloween* of the video game industry – every so often another title gets pumped out but it usually fails to match the quality of the original. This brings us to *Resident Evil*: *Dead Aim*.

Dead Aim is the third instalment of the Resident Evil: Survivor light gun series that made players groan more than the game's zombies. However, unlike its predecessors, Dead Aim adds a third-person component that works alongside the FPS element. Players are able to explore, solve puzzles and collect items in a third-person perspective – much like the original Resident Evil titles. Then when a zombie shows up, all the player has to do is hit the L1 button to switch into first person mode and blow the zombie away. As for how the G-Con2 gun comes into play, players can use the Duel Shock controller to explore and then hit L1 to switch to the light gun and bust some caps.

Speaking of blowing away zombies, there are some

awesome weapons in Dead Aim.
Players start off with a regular
pistol, which can be fitted
with a silencer or
upgraded into an
assault pistol
hammering out three
bullets at once. As the game
progresses you'll also come
across a shotgun and an
assault rifle, capable of taking
care of a gang of zombies in

a matter of seconds. However, it's important to be careful with weapon choices because any loud noise will wake up more zombies. With a limited amount of bullets to use, the smarter option is usually to clear a path and run for the nearest door.

MARA BEATER? Does

she have what it takes to out-bounce Lara?

As for why you're killing zombies, you control Bruce McGivern, a special agent who is chasing down a terrorist by the name of Morpheus. In the opening sequence we see McGivern aboard an Umbrella cruise ship with a gun to his head, but eventually the second playable character, Chinese special agent Fongling, comes to the rescue and saves you. The entire game takes place on the Umbrella cruise ship, with you and Fongling switching between different sections of the



WATCH OUT! Some of those painting can be pretty nasty.

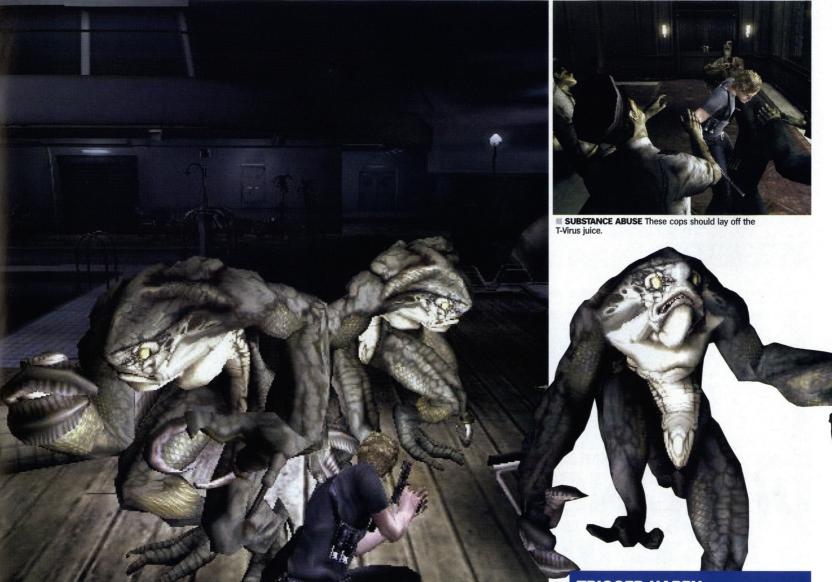


STAB IN THE DARK Get on with it buddy.



KISSY KISSY Doesn't look like safe sex to us.





game to take down the terrorists. The atmosphere of the ship is extremely eerie. It shakes as waves crash against the sides, mist creeps across the decks and floors creek as you step on them. All that's missing is Leonardo Dicaprio screaming "I'm the king of the world".

Unfortunately a few problems prevent Dead Aim from really sinking its teeth into you - the most noticeable being its control setup. When you're in thirdperson mode you can only use the left analogue stick to control the characters. Pushing it to its extreme left or right will cause the camera to rotate, making movement extremely difficult when you're stuck in corners and surrounded by zombies. As for the right analogue stick, it's primarily use is for targeting in the first person mode. Players may find Dead Aim's targeting system awkward as well. When you switch into first-person mode you're feet are glued to the ground and the crosshairs will auto aim on one of the zombies in front of you. Things get complicated when you've got a pistol and five or six zombies stumbling towards you like drunken seniors after happy hour at the local RSL the auto aim tries to pick one zombie for you to knock off but make up its mind. Luckily it gets easier as you pick up more powerful weapons, allowing you to spray bullets like water from a hose.

The other big letdown is the graphics. While the cutscenes look fantastic and move the storyline along well, when it returns to the playable portion of the game the visuals look quite ordinary.

It appears Capcom has tried really hard to deliver everything that was good about the Resident Evil series and mix it in with a top notch FPS, but unfortunately Dead Aim is still a long way from being as good as its predecessors. While some of the spirit of the series is present, the game is let down by poor controls and disappointing visuals. In the end Resident Evil: Dead Aim is a Resident Evil title worth a play, but don't count on it blowing you away.

Paul Frew

RESIDENT EVIL: DEAD AIM

- Why we'd buy it:
 Innovative light gun game
 Awesome artillery
- Killing zombies is fun

Why we'd leave it:

- Frustrating controlsUgly in-game graphics - Silent Hill 3 is sitting right next

Graphics	FMV's are fantastic, in-game graphics look dead	Ø
Sound	The eerie sounds make you feel like your on the Titanic	
Gameplay	Poor controls make for frustrating times	
Life span	Completely the harder difficulty levels will take time	0

The Resident Evil: Survivor series is still off target with Dead Aim, but it's getting little closer to the bullseve.



DFFICIAL VERDIC

TRIGGER HAPPY

The weapons in Dead Aim are quite impressive that we here at OPS2 wanted to share them with you:

Pistol: Bruce starts off Dead Aim with his trusty pistol. With this weapon, you need to hit the zombie with a headshot because you shoot them anywhere else they'll keep getting up wanting

Assault rifle: The first time you get to control Fongling is the first time you get to have a shot with this monster. The sault rifle sprays bullets like beer from the tap and it feels st as good.

Magnum: The magnum is an can get the job done in any situation. Best aim for the head with this one otherwise

you'll waste a few trying to send the zombie back to hell if you shoot them anywhere

Grenade launcher: The grenade launcher is fun for all ages but it's once you get your hands on some acid rounds that things start getting interesting. The grenade launcher takes care of a gang of zombies in no time, but you better keep your distance if you don't Particle rifle: The particle rifle is the granddaddy of them all and shoots like a Nothing will get up after a shot from this.











DANCING STAGE MEGAMIX



Mooove, slide your rump – just for a minute, let's all do the bump...

PUBLISHER: ATARI
DEVELOPER: KONAMI
PRICE: \$109.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.KONAMIEUROPE.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO

BACK STORY

Megamix is the latest European version of Konami's massive Dance Dance Revolution series, following Dancing Stage Euromix on PSone. In Japan there are a couple of them a year, moving on to variations like the Solo Bass Mix, Disney Rave and True Kiss Destination. Check out ddrfreak.com for all the info.

"Dignity. Always dignity." Gene Kelly's advice from classic toe-tapper Singing In The Rain seems to be at odds with dancing games. Play them on anything other than 'Beginner' in an arcade and you're quickly reduced to a blithering mess, frozen to the spot. Arrows fly by like it's the battle of Hastings and the virtual crowd boos. But – especially now that Konami has brought the latest incarnation of Dance Dance Revolution home from Weston-super-Mare arcades – it doesn't have to be like that. Put on your dancing shoes (we found that kung fu slippers provide very good grip and let's get ready to rumba.

See, the reason most people jig about as if they're being attacked by fire ants is because they're doing it all wrong. The natural inclination is to stand in the middle of the mat and tap arrows as they happen; but that's a one-way ticket to wheezing collapse, and it makes you look stupid. The key is to think in terms of 'shapes' so that each step is a natural progression. This idea's introduced in an excellent lesson mode, which ranges from 'this is a dance mat' right up to 'doing a quick 360' twirl across the pads'. Basically, you can leave your foot

on any of the arrows, so if you've got, say, a quick combination of left-up-right-up, you alternate the foot that hits the up arrow. In theory, you shouldn't ever be off balance, even when you're

traversing two mats in double mode. Bizarrely, it does feel a lot like 'proper' dancing, especially if you put the difficulty up and nod your head about. This is how the half of the arcade elite known as 'steppers' play, looking for patterns that mean they're always in the right position for the next section. It's vital if you're planning to venture into the masochistic realms of invisible arrows which are available for hardened players. It's also what makes things easier when you ramp the difficulty up to Extreme and venture into the land of J-pop.

The song selection on offer in Megamix is a bit disappointing. On the Western side, you've got Kylie, Sugababes, Christina Milian, Ms Dynamite, S-Club flippin' Juniors, Shy FX, Kid Galahad, Elvis vs JXL and, um, The Cure. But the songs aren't the full versions, and there doesn't seem to be a jukebox mode either. The roster's bolstered by a range of Konami tunes. Some are remixes of songs from other Bemani games (Paranoia from Drummania), others are ripoffs of '80s timewarp pop (My Summer Love) - there's even banging techno. At the tougher end of the spectrum you get classic Japanese para-para music, ranging from the insane (Crash by Mr Brian And The Final Band) to the coronary-inducing (180bpm classic Trip Machine Climax). It's fair to say that there's something for everyone - but equally fair to point out that glowstick-twirling outoftheirfookinhead types'll enjoy the selection more than most. And the announcer helps things along by whooping this like, "You're no



Feeling guilty about your shameful snack consumption? Then don't play Dancing Stage Megamix.



PORK 'N' MINDYMy Summer Love burns off
3.8 calories – that's about
one pork scratching.



CHEESY LOVER
Shake Your Body with Shy
FX and you can afford to
eat a single Mini Cheddar.



MUD MINUTE
Battle through Brilliant 2U
and you can safely eat
quarter of a Mud Cake.

MOST PEOPLE JIG ABOUT AS IF THEY'RE BEING ATTACKED BY FIRE ANTS – THEY'RE DOING IT WRONG

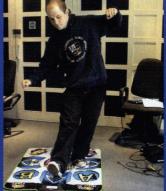


Warm up for clubbing with the pick of the freestyle moves

Instead of a limited collection of swirly patterns you now get hundreds of movie clips, still images and animations which can be layered over each other or spliced together with cool

effects. You can even synchronise the images in beat of the music Here are some select cuts:

for



When you've got a rapid succession of 1/8 time arrows in the same direction, try alternating between toe and heel. Toe-heel-



KNEE-DROPS

If, say, your right foot's on the right arrow and there's an up arrow next, try hitting it with your right knee. This move actually works better on carpet than in the arcades



Two or three double-side arrows in quick succession? Don't just jump like a goon – go from legs-apart to legs-crossed over. And back again. Wear loose trousers.



The toughest of the lot. Extend your arms out in front of you, with your hands perpendicular to them. Now waggle your fingers. Jazz hands. Yeah!



Just slap the pads with your hands instead of hitting them with your feet. For extra style

slap behind you or take one (or both)

KYLIE REGARDED We'd have preferred The Locomotion to Love At First Sight, if we're honest

ordinary fella!" and "Everyone's looking at you!" as a kind of ironic counterpoint to your leaden clumping.

The more frenetic songs come in handy during workout mode, which aims to keep track of your exercise regime by cross-referencing your weight with how furiously you shimmy. What it really does, of course, is count how many times you thump the pads, which is pointless, as it's clearly less stressful to toe-poke the up arrow a dozen times than do a succession of right/left arrow star jumps. Either way, you burn off a tiny amount of calories - sweating your way through Brilliant 2U counts for 14, which is the equivalent of a quick sprint to the cake shop or a bite of a Mars Bar. Thanks to a combination of the placebo-like effect of doing exercise and drinking peach smoothies, we've probably put weight on. Although we did wave our arms a lot.

By far the most satisfying way to play Megamix is freestyling - the crazed fanboy practice of knowing the moves so well that you can improvise on top of them.

Busting out shapes with your arms is the easiest way, throwing in some B-boy toprock or Capoeira-style ginga is tougher, and fitting in a quick pirouette is harder still. Nailing your mat to a slab of MDF is about the only way you'll be able to do glides or moonwalk, but most other 'pro' moves are still manageable. Stick the game on the unlockable endless mode and you'll be able to dance yourself to the point of collapse.

So what's the point of all this? Well, it is a lot of fun. You're unlikely to really impress anybody with your moves - pulling out a flawless handslap combo at a house party just suggests you've got too much time on your hands. It's the perfect icebreaker if you have guests and is also loads of fun on your own. When Konami comes up with a way to generate routines for your own CD collection, it'll undoubtedly be the best social game ever created. Until then, just remember one thing: Dignity. Always dignity.

Joel Snape

DANCING STAGE MEGAMIX

Why we'd buy it:

- Dancing's brilliant
- Dancing in arcades makes you look stupid
- We have very tolerant

Why we'd leave it:

- Not many recognisable songs, and they're not long enough
- Workout mode makes us feel fat
- downstairs neighbours

Stills and basic animations	Ø 5
Saved by the para-para numbers	Ø 7
As complicated as you can handle	Ø8
More of a party classic than a regular workout	07
	Saved by the para-para numbers As complicated as you can handle

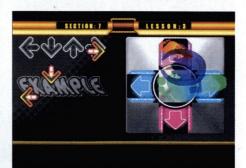
Top sweaty disco fun, marred by a flimsy selection of songs. All together now - big fish, little fish, cardboard box.







■ BEAT IT Complete the normal game and you're 'rewarded' with Max 500, a 300bpm nightmare







CALORIE SINGLETON We've done the equivalent of about ten seconds swimming. Cheers for that



CURE 'N' SIMPLE Gothrock anthem Lovecats is one of the

SPEED KINGS

























BACK STORY

Acclaim's Burnout series took the overdone arcade car racina genre and refined it into an adrenaline-spiking, addictive, seat-of-the-pants experience. Now, with Speed Kings, it is aiming to work the same magic with motorbikes. We could sure use an antidote to the worthy but dull Moto GP games...

REFN: YES SURROUND SOUND: NO

IN YER FACE Get your punch in first and fast



PEED KINGS

Go fetch your leathers, it's Burnout for bikes!

If you've never really understood the appeal of bombing around on motorbikes, the game shelves have not, to date, really given you any breathtaking reasons to challenge your mind. Classy two-wheeled sims they might be, but the Moto GP games are, let's be honest, a little too serious for their own good. You lack a bike racer that delivers the knee-

helmet excitement of street racing. Well, not any longer. As an arcade racer, Speed Kings is all about experience and adrenaline. With the specs of its increasingly mad bikes presented in the 'pages' of bike mags, the game feels like a mainline into an obsession

scraping, donut-screeching, endo-popping, wind-in-the-

Enter the single-player mode and you'll find six options. Single Race, Time Attack and Head to Head speak for themselves, giving you ample reason to return again and again to the game's 18 city-themed tracks. Trick Attack challenges you to perform a series of endos, wheelies, powerdown slides, donuts and more against the clock, while Tag is a high-octane game of 'IT'. And last, but definitely not last, is Speed King's spin on the career mode, called Meets.

In each meet you take on all comers in a trio of races, winning points for your placing in each. Get enough points come the end of race three and you unlock the next meet. Fail and vou've got a trio of replays to make good. But in street racing respect is almost as important as winning, so every stage comes with three Respect Challenges for you to tick off. To begin with, these are as simple as getting a boost start. or getting caught on speed camera. But later you may need to do a standing-start wheelie for 1,800 metres, complete a lap without crashing once (not as easy as it sounds) or pull off a surfing wheelie for 350 metres

(see It's Tricky). Rack up those respect points and you unlock a world of new, insanely overpowered bikes.

But how does Speed Kings feel to race? In a word, superb. Once you've got your head around the way bikes corner, powering around the traffic-filled city streets is a blast - there's even a Burnout-style boost bar called the Powerband for added excitement. It's not Moto GP accurate, but neither does it overdo the arcade feel and so strip the game of any tension.

Each bike has independent rear and front brakes and the position of your body weight on the bike affects how you land, corner and so on. With practice you can really get a feel for your bike. Sim-loving hog jockeys should know that there are jumps, you can kick opponents off their bikes, surf your bike and even skid beneath jackknifed lorries before recovering on the other side. But Speed Kings is about out and out thrills. And it delivers. Does Burnout for bikes sound good to you? Yes, we thought so.

Paul Fitzpatrick



Why we'd buy it: - We like bikes but find Moto GP

- a little stodey
- We've never liked bikes but love
- good arcade racing
- We're up for some serious fun realism is better Graphics Fast, fluid, great crashes and insane boost blur Wince-inducing prangs and whiney engines

Gameplay Nothing new, but very well done There are five multiplayer modes Life span Great to have a gutsy motorbike racer

at last. It's perhaps not the classic that Burnout is, but great fun all the same



OFFICIAL VERDICT

Why we'd leave it: want total innovation

four-wheeled vehicle - We think arcade is okay but

The only good vehicle is a





SURFING POWERDOWN Need to get your bike beneath a truck and show off at the same time? Hold **(11)**, push the left analogue stick forward and press **(2)**.



from the very start.

A show-off move you can pull off mid-race without losing your place. Hold **(1)**, push the left analogue stick



HANDSTAND Try a handstand at 125mph and show the other riders how it's done. Hold , push the left analogue stick forward and press @

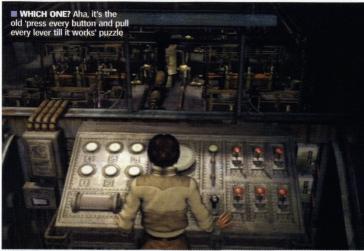


SURFING WHEELIE It's worth having a good-sized straight ahead of you for this one. It looks fantastic. Hold 🕦 and 🔘 then pull back the left analogue stick





SYBERIA





BAG TO MY PLACE In a resounding victory for sexual equality, Kate proves too weedy to carry her luggage and has to get help





SYBERIA

PLATFORM ADVENTURE ate uses this funky train to

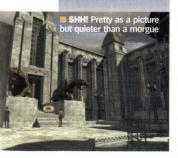
Pass the salt, this adventure needs more flavour



DEVELOPER: DREAMCATCHER PRICE: \$99.95 WEBSITE: WWW.SYBERIA.INFO 60HZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO

■ BACK STORY

Syberia was penned by Benoit Sokal, a French cartoonist, writer and game videogame credit is Legacy, which appeared on both PC and PSone back in '99 and takes a ilar tack to Syberia



If Vice City is the gaming equivalent of a cocaine 'n' vodka fuelled Saturday night out in Soho, then Syberia is a Sunday afternoon stroll around Kew gardens with the

grandparents. Despite an intriguing story and pretty backdrops, there's no disguising the fact that this plotdriven point-and-click adventure is never going to satisfy those of us who are happiest when fighting off alien scum with a pulse rifle. If we're being harsh, it's duller than a wet weekend in Wollongong.

The game's a direct port of its PC incarnation and takes up the tale of Kate Walker, a hard-nosed American lawyer sent to Europe by her firm to secure the purchase of a strange local toy factory for some nefarious multinational corporation. No, really. Armed only with a cell phone and an insatiable curiosity, Kate must negotiate the corkscrew-like plot by chatting to and extracting information from locals and solving puzzles.

And that's about it. No firefights or car chases, no nightvision goggles or sneaky neck snapping - basically you're playing out Kate's role in an interactive detective novel/picture book, which is fine if Hercule Poirot is your number one hero. The puzzles themselves start off in fairly typical adventure game fashion (see Robot Bores) and get progressively more toothsome as time elapses and the mystery deepens. They're reasonably taxing but it's often a case of tedious scurrying between screens exploring all your options until you click - literally - on the winning formula.

Chief among the complaints are the text-related clues you pick up - faxes, letters, diaries etc. If the purpose of acquiring these is to help the plot unfold and give you hints about what you're meant to be doing, then why can't you read them on screen? Honestly, the words are so blurry and hazy you'll have to press your nose up to the screen and squint like Mr Magoo to read them.

On the positive side, the game does have charm aplenty. Its four chapters are diverse and well scripted, the voice acting is top notch and the pre-rendered 2D backdrops are luxurious, atmospheric and full of neat cinematography. The game's characters are well developed too, although the humans are eclipsed by their mechanical counterparts, Automatons. These curious mechanical robot things, produced by the aforementioned European factory, pop up everywhere in many guises (doorbell, train driver, campanologist). If you see 'em in action, you'll want one for yourself.

Genteel adventures such as this need to work very, very hard and Syberia, despite its well thought-through story, just never grabs you where it matters. Perhaps it's because we've been weaned on a diet of Solid Snake and Sam Fisher. Perhaps we need anger management therapy. If you're sick of all the violence and want a game to take home to meet your mother then Syberia is dressed and ready for you. But, come on now, surely you have more self respect than that?

Nick Ellis

SYBERIA

- Why we'd buy it:
 Good plot with brain-engaging puzzles
- Nice to look at, in an art gallery
- We're having trouble sleeping

Why we'd leave it:

- We like some action with our adventure
- Endless to-ing and fro-ing .Sorry, fell asleep there What was the question?

Graphics	Lovely 2D rendering and attractive cut-scenes
Sound	Accomplished voice acting but it needs more music
Gameplay	Decent puzzles but slow and tiresome
Life span	A week's worth, no more. That just ain't good enough

A smart and often charming adventure with a diverting storyline, but there's more excitement in a packet of chips



BORES Central to the game is the solving of which relate to the curious mechanical Automatons. Here's a typical trek through



Exploring the quaint Alpine village of Valdiene, you stumble upon a church. You can't get through the front door so it's time for a scout around the back where you find a lift that



Do'h! You haven't picked the right item to operate this Automaton bell ringer so it's back down in the lift to scout around the church



Sure enough you find the vicar's room, where a brief search reveals a key stuffed behind a crucifix depicting a mechanical Christ. This key unlocks a set of uncover some colour-coded



Back up in the lift to the tower, where you'll find the various cards make the mechanism ring out different tunes. Trial and error reveals you need purple coloured card



The tune rings out and a cut-scene shows that you'll be wanting to head towards a crypt, but you'll need to find another key to open that. And repeat in similar fashion until the game is complete.











■ RAD INDIAN Wasa B certainly has a bagful of moves but the design the game is only really going to appeal to younger gamers



■ TAKE CONTROL Not sure how





BLISHER: VIVENDI VELOPER: PAPAYA ICE: \$99.95 TE: WWW.

BACK STORY

Crave on the other hand has been around for some time and is well known for its extreme sports titles, including Razor Freestyle Scooter on the PSone and N64 as well as, ironically the Dreamcast. One would have thought they could tel the difference in quality.





FEEBLE GRIND? You said it, scooter boy, you said it

WHIRL TOUR

A scooter-riding roadie saves a band on the run

While Whirl Tour has an appropriately active name for an extreme sports title and comes with the requisite Tony Hawk's controls that accompany all but the most daring of

attempts at the genre (to jump, and for tricks, (A) to grind etc) it is actually about as dangerous and extreme as your average hamster savaging.

The problem, you see, is that Whirl Tour is not about skateboarding, BMXing or even wakeboarding. The edgeliving 'sport' on offer here is none other than the lazy man's walking - motorised scooting. With all respect to the suit-wearing, congestion charge-dodging fraternity who seem to make up the majority of users, motorised scooting are the veritable comfy slippers of the extreme sports world.

You take the role of Wasa B, a scooter-riding roadie for the band Flipside. The game opens with an abysmal super-deformed FMV of the band's mysterious kidnapping. Just as any sensible roadie would do in a kidnap situation, Wasa whips out his trusty scooter. It certainly bucks the trend of traditional "lock and load shotgun" fare, and lowers the bodycount considerably. Eight levels of scootable Mario-type terrain ensue for you to flip, spin and grind over in your quest to find your missing pals. The story is an incoherent mess of clichés and not helped by the fact there are no additional explanatory FMVs on how to rescue your chums (see Whack Races for our guide).

The main gameplay, however, takes a well-worn track. The levels are interactive and you will have to perform certain specified tasks to open up the next arena. The familiar controls are supplemented by tapping ↑ once or twice to perform a Fastplant or Nosehop. Pulling off

'Nice" combos will earn you adrenaline which can then be utilised by to gain a speed boost. In every level there are two bosses that must be attacked by scooting up to them and hitting them with a trick. These enemies are hardly intimidating and mostly take two well-aimed 'Japans' to fell. Tricks can be customised to your liking and follow the Tony Hawk's mould to a T, but is far more forgiving than the skate master general, with your scooter helpfully righting itself should you misjudge a ramp.

The cutesy style, inoffensive soundtrack and general inability to fall off your scooter all point to a developer aiming for the younger end of the gaming market. As always, lowering its sights has meant Crave missing the target and the result will please few, least of all those it is aiming for. If only the game went on tour - it could have stayed there.

Simon Parkin



■ GIGGING FOR IT Wasa B is a strangely weedy roadie



■ THE DAILY GRIND More day-glo trickery ahoy!

WHIRL TOUR

- Why we'd buy it:
 Little sister can't manage gro
- up games

- Good amount of replay if you

- Why we'd leave it:
 Basic, poor imitation software
 Not top of the class. Must try
- harder, Much harder

like the form	nuia
Graphics	Cutesy arenas to skate to but nothing special
Sound	Solid effects and a harmless sk8er boi soundtrack
Gameplay	Been there, done that and it was better
Life span	Good unlockables, but no lasting appeal

This is cutesy Tony Hawk's with sed scooters. Its irrele should be obvious to all.







WHACK RACES

When you defeat a boss he will drop a key. Collect two keys in a run and vou will open up a secret area with the kidnapping scientist's transmitters. Destroy them to open up the racing stage for that level.



So, first you need to destroy the transmitter by breaking the three switches that surround it. After obliterating it, the race mode vortex for that level will appear in its place. The race is then played out on a specifically designed downhill course, unplayable in other modes.



form of one of the band members. Beating each one in the race is the only way you can hope to turn them back to normal. You will then be able to select them to race with



You have to race against the mutated In each race there are a number of ramps and rails for you to trick off.
Doing so will earn boosts which can
then be used during a grind to
overtake your adversary. Learning
the correct racing line is obligatory here if you want to be the first to get past the finish line.



CLOCK TOWER 3

SLEDGING MATCH

Sledge is the first serial killer you come across and he is one of the coolest. Sledge's first victim was a little girl he knocked off before her piano recital. Now that he's got the taste for blood, he's after Alyssa. Lucky for her. Sledge is not drawer and can be easily ocked over with objects found in the game

everything should









CLOCK TOWER 3

An old-school horror moves into the next generation

Anyone who played the original Clock Tower on the Super Nintendo or PSone will probably be surprised to see Clock Tower 3 show up on the shop shelves. The point-and-click

survival horror title was quite different to the Resident Evils and Silent Hills. It relied on its strong storyline and moody atmosphere to please audiences. However, the complicated control setup and lack of action was a turn off. Clock Tower 3 has tried to conform to today's survival horror genre, while delivering something fresh.

The most noticeable change is the substitution of a health bar for a panic meter. The panic meter rises every

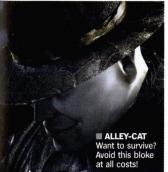
time a ghost or spirit tries to attack your character, Alyssa, forcing you to hide in a safe area and take a chill pill. When your panic meter is full. Alyssa loses her coordination and stumbles around violently. If she gets attacked while in this state then it's game over.

Despite the new feature, Clock Tower 3's strongest asset is still its story. The plot focuses on Alyssa, who, on her fifteenth birthday, receives a disturbing letter from her mother telling her to go into hiding and stay as far away from the family home as possible. But like every normal teenager, Alyssa disobeys her mother's instructions and returns home, only to find that her mum is nowhere to be found. After exploring the premises you will find yourself travelling back in time and being confronted by spirits and serial killers. It's through these time-travel sessions that you discover more about Alyssa's family and the reason behind her mother's warning.

While confronting spirits and serial killers sounds like the ingredients for a tasty survival horror title, things quickly become stale. Each section requires you to return personal items to spirits while being chased by a serial killer. Neither of these tasks take very long to complete, as the personal items are within a couple of feet of the spirit and the places you need to hide from the serial killers are always highlighted, so you don't have to search too hard. It's only at the end of the stage that you get a chance to fight the serial killer with a bow and arrow, and don't expect the battle to last very long as all the serial killers have weaknesses that are easily sussed.

In the end, Clock Tower 3 does inject the survival horror genre with some much-needed variety, but like its predecessors it still lacks enough action to make it really compelling. If you're the patient type, then Clock Tower 3 is worth checking out, but otherwise stick to the

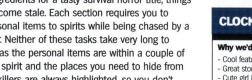






BACK STORY

Clock Tower debuted on the Super Nintendo in 1995 and was immediately acclaimed for its intelligent storyline, fantastic graphics and enough horror to make players wear brown underpants before even loadina it up



Resident Evils and the Silent Hills. - Paul Frew



CLOCK TOWER 3

Why we'd buy it:

- Cool features freshen up genre

the day it's just not that fun.

Great storyline - Cute girl in a uniform!

Why we'd leave it:

- For a survival horror game it's not very scary
- The lack of action will put you sleep
- No guns in the entire game
 That's right, no guns in the
- entire game Looks good but not spectacular Music kicks in only during crucial scenes

Acclimatise No action but plenty of unique levels **Life span** Huge levels. A few special features upon completion Clock Tower 3 could have been great with a little more action, but at the end of





REVIEW

ACE LIGHTNING/DOWNTOWN RUN





ACE LIGHTNING

Hey ladies, he's got a lightning lance

Cartoons are great. No question about that.
But not all of them, clearly. We're still not sure about SquareBob SpongePants and, to be frank, we haven't even heard of Ace Lightning.

According to the Beeb, it's huge with the kids. Whatever the truth of this, the videogame version does it no favours, being a limp third-person platformer with much enraging gameplay blippage.

The story concerns the eponymous Ace and his lightning lance, battling a Skeletor lookilikey called Lord Doom. Naturally Doom has hatched an evil plot and you must recover missing Doom Dimes to send his boney ass straight back to hell, or his home dimension anyway.

Mostly, this involves jumping around themed levels in a bid to collect the Dimes and despatch baddies. Each stage has various fairground characters you can gun down or wallop with your light lance. You can also switch to first-person to shots or have a look around.

While some parts are quite tricky you can easily

gallop through them by leaping over everything, a move that robs the game of any challenge element. Cleverly, though, times when you *do* need to jump are hampered by a viewing angle that's too high to see properly.

There are attempts to add diversity with arcade blasting sections, but it does little to lighten proceedings. Add to this uninspiring mix some dingy environments and you're a long way from ace.

Gary Smith

Why we'd leave it: - If we liked the cartoon, which we don't Graphics Graphics Gameplay Life span Why we'd leave it: - Ratchet & Clank - Jak And Daxter Pedestrian platformer squeezed out of a weak licence. Don't let lightning strike you.

BOING! The trampolines

WEBSITE: WWW.ACELIGHTNING.COM 60HZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO

PUBLISHER: BBC
DEVELOPER: ABSOLUTE
STUDIOS
PRICE: \$69.95
PLAYERS: 1

BALLS OF FIRE A circus strongman faces death as Ace prepares to laser-fry him





BUMPER CAR Drop nails and set off bombs to









MARIO KART?
Swap cars for karts and add a monkey

DOWNTOWN RUN

Get your motor running, head out on the... nah, forget it

Downtown Run has an almost instantaneous capacity to annoy. It's certainly cheap, and we were wary that we had to actually buy this racer rather than enjoy an advance copy of it. But why would you want to buy a driving game that's less thrilling and less playable than the Platinum edition of GT3? Is it better than GT3? Nope. Have the designers tried to make it better than GT3? Nuh-uh. Are there any new or innovative features? No, it borrows heavily from Mario Kart. Better graphics? No. How about...? No. What about... Look, didn't you hear? We said no.

While this shallow racer may feature shiny, almost accurate representations of familiar production cars, it serves up arcade rather than realistic gameplay action. More specifically, *Downtown Run* revolves around power-up-based racing in which the weapons you pick up, and when/where you use them, determines your ultimate track position. Racing against five other PS2-controlled cars, you scream around international street circuits, dropping nails and setting off bombs to slow down and even disable your opponents. It's random racing; reflex-based rather than involving any real thinking or strategy – you'll regularly abandon the racing

line in pursuit of those bouncing power-up boxes.

There are various racing options, including a championship mode, and in winning the first beginner's league you unlock harder challenges and better, faster cars. To its credit, the multiplayer action is chaotic and some of the tracks provide for some fun overtaking, crashing and overtaking yet again. But just as you can win by releasing a well-timed bomb, you can lose by picking up a shield when what you really wanted was a speed boost.

Downtown Run has an almost instantaneous capacity to annoy... □ Dean Evans

Why we'd buy it: - We have more money than sense - Mario Kart-style nostalgia kick Graphics Graphics Gameplay □ Gameplay Gamepla



Heaps more fun stuff for your mobile at:













RINGTONES















SANDSTORM Da Rude123123
WITHOUT ME Eminem
SWEET CHILD 0 MINE Guns'n'Roses123190
THE KETCHUP SONG Ketchup123581
SEXY LADY Shaggy
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SEX AND THE CITY Theme
MISSION IMPOSSIBLE Theme123448
SHE HATES ME Puddle of Mud123625
WHAT'S LOVE Fat Joe
CLEANING OUT THE CLOSET Eminem123546
JUST ACE Grinspoon900219

Tired of ringtones that sound like a sick budgee? Try ours. They really do sound like the songs! You can hear how they ACTUALLY sound on your phone on our hotline, HEAPS MORE on the EASY-TO-USE website.

ALL NFW

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ALL THAT JAZZ C'ne Zeta Jones 123730	I
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ANYONE OF US Gareth Gates 123720	E
COME UNDONE R Williams123717	1
DESENCHANTEE Kate Ryan123716	
ROCK YOUR BODY Timberlake123715	1
SONGBIRD Oasis123713	5
TONIGHT Westlife123712	5
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AMERICAN LIFE Madonna123710	
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BAD BOY FOR LIFE P Diddy123440	Ī
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BACK IN MY LIFE Alice Deejay .123110	S
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FALL DOWN Jebediah900222	A
MIDDLE Jimmy Eat World900224	В

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KING OF MY C'TLE W. Project123118
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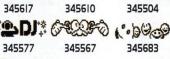
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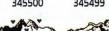




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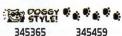


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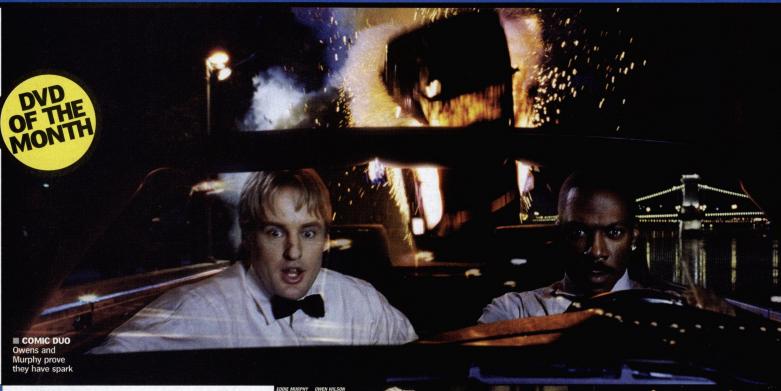
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Recommended viewing for your PlayStation 2 cinema system.



I Spy

Beverly Hills Spy goes Behind Enemy Lines

Film: The events kick off with G. W. Bush asking boxing champ Kelly Robinson (Murphy) to help his country with a "secret-o sitch-ation" in Budapest. This is basically the excuse for teaming up the cocky and uncooperative Robinson with the struggling secret agent Alex Scott (Wilson) as they try to recover a stolen fighter jet prototype, capable of using stealth to carry nuclear bombs. The formula has been used countless times before but Murphy and Wilson have enough comic spark to keep the action entertaining.

All of the typical spy gadgets, from 'pager bombs' to 'mobile phone grappling hook launchers', help propel the not-so-dynamic duo through a series of shootouts and car chases. As you'd expect, the gadgets are best used in the comic scenes, like a 'contact lens video camera' that Robinson uses to give Scott a series of love tips during a seduction scene with Famke Janssen. Scott's rivalry with super agent Carlos also provides plenty of laughs. After failing to keep his contact alive in a previous mission, Scott struggles to get the respect Carlos enjoys, complaining that next to Carlos' miniature spy gadgets his "look like they were bought from Radio Shack in 1972." 7/10

Extras: The disc contains trailers for Spider-Man, National Security, Mr. Deeds and Men In Black II. The commentary by the director, editor, producer and writers provides insight but the absence of Murphy and Owens is disappointing. The featurettes provide the bulk of the features. 'Cloak and Camouflage' explores the reasons behind the costumes. 'Gadgets and Gizmos' rovides a look at the gadgets; like the simple mirrors used to convey the light warping on the fighter jet. 'Schematics and Blueprints' offers insights on the locations, but the best is 'Slugafest' explaining why Murphy plays a boxer. 6/10

Verdict: Original ideas are few but there still some comic



Director: Betty Thomas Starring: Owen Wilson, Eddie Murphy, Famke Janssen, Malcolm McDowell, Gary Cole, Phill Lewis

Distributor: Columbia Tri Star
Out: June
Price: \$36.95 Extras: Director's commentary, trailers and four featurettes



RADIO SHACK The movie's highlights are the banter between the characters and the the hilarious gadgets

Do-it-yourself spy kit

Five I Spy packs up for grabs!

All you budding secret agents will be able to practise their skills with these I Spy kits. Each kit includes a spy mirror for checking around corners covertly, guy's and gal's I Spy t-shirts, a copy of the I Spy DVD for research and an I Spy pen. Columbia Tri Star have offered up five I Spy kits for lucky readers. To be in the running for these covert I Spy kits, simply tell us in five words or less why you'd be a super secret agent and follow the competition entry details at the bottom of the page and mark your entry "I Spy".



HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: *Official PlayStation 2 Magazine*, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close July 16, 2003.

Note: Images of prizes as shown above may vary from the appearance of the actual prizes received due to circumstances beyond the publisher's control.

appeal.

NP

Fargo: Special Edition



FILM: This is a true FARGO story. Tickled pink with the idea of using the 'real-life drama' format, stretching believability to its limits and seeing

if the audience would go with it, the genius Coen Brothers created Fargo: just your everyday tale of a Minnesota car salesman who hires two knucklehead thugs to kidnap his wife so he can get the ransom money out of his rich, tight-arse father-in-law. Of course, it all goes violently, tragically, hilariously wrong. Amid all this snowbound chaos is Marge (Frances McDormand). Heavily pregnant, utterly decent and with the deductive powers of Sherlock Holmes, she is simply one of the

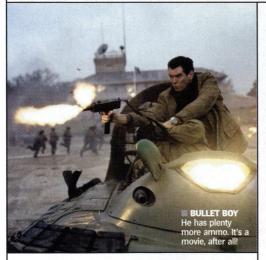
finest female characters ever written. Representing all that is good and honest about people, Marge provides Fargo with a warm-hearted core that is sometimes missing from the Coens' trademark amalgam of oddball characters, casual violence and mischievous dialogue. 9/10 **EXTRAS:** Documentary Minnesota Nice is a cut above the usual Making Ofs, largely because of the fondness evident in the Coens' repertory company (William H Macy reveals it was three weeks into shooting before the brothers told him the plot was entirely made up). There's also an ace commentary from Director of Photography, Roger Deakins. 7/10 **VERDICT:** The definitive DVD release of the Coen Brothers classic.



EXTRA! EXTRA!

As well as offering plenty of insights into the making of *Fargo*, the Coens are their usual cryptic selves during the interview. Constantly smirking at some private, telepathic joke, it's easy to surmise that while Mr Rose is innocently asking about the the aesthetic of the film, the Coens are sending each other mental images of the poor sap in his boudoir, indulging in some deviant sexual practic





Die Another Day
Director Lee Tamahori/Starring Pierce Brasnan, Halle Berry, Toby Stephens,
Rosamund Pike, Rick Yune, John Cleese/Distributor MGM/Out Now/Price \$36.95



FILM: It starts well enough. Bond's beardy, bruised and battered. Seemingly left for dead by his government, abandoned by his country. Brilliant. Uh oh. He's escaped, it was all a sort of ruse. He's smartened up, got a car that can become invisible and is trading bad jokes with John Cleese. Now he's confounding the very laws

of physics by being the only man ever to survive as an entire tundra collapses on him. And he does it by windsurfing. They may as well bring back Roger Moore at this rate! 5/10 **EXTRAS:** An astoni-pile of double-disc everything.

Commentaries, featurettes, docu-stuff - more than you'll ever

VERDICT: Kicks off well, stumbles into mountainous daft.

SP



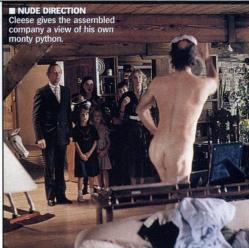
Red Dragon

Director Brett Ratner/Starring Anthony Hopkins, Edward Norton, Ralph Flenne Harvey Keitel, Emily Watson/Distributor Universal/Out Now/Price \$36.95



FILM: So, getting poncy for a second, is it better than Manhunter (Michael Mann's 1986 Miami Viceesque version)? No. It's not. But compared with the disjoined Hannibal, this at least works within the filmic medium. The ending's a stonker too, ever fans of the original won't see it coming. Not bad but Hopkins does look a smidge old. 7/10

EXTRAS: Twice the discs, twice the info-spodge. Deleted scenes, alternative and extended scenes. There's an 'Inside The Mind Of A Serial Killer' featurette, video diaries, stuff on the burning wheel chair FX (whoops plot spoiler) and more other talki head hoo-ha than even an actual murderer would want. 8/10 **VERDICT:** A perfectly reasonable glitzy thriller with an A+ cast. Almost certainly the last Lecter outing, so you may as well. \square SP



A Fish Called Wanda

tor Charles Crichton/Starring John Cleese, Jamie Lee Curtis, Kevin , Michael Palin, Maria Aitken/Distributor MGM/Out Now/Price \$39.95



FILM: Jamie Lee Curtis and Kevin Kline are the diamond thieves desperate to retrieve their booty from stuttering collaborator Michael Palin in this knockabout caper from the pen of John Cleese himself starring as gullible lovestruck lawyer, Archie Leach. The swirling story of seduction and treachery is interjected with hilarious Python-

esque moments and played to perfection by the cast. 8/10 **EXTRAS:** Alongside a genial Cleese commentary there are two documentaries - one made during shooting, the other put together recently with new cast and crew interviews. Chuck in 26 deleted scenes and a location tour, and this is a top DVD. **8/10 VERDICT:** A gut-bursting British comedy hit in the fine tradition of the Ealing comedies but with added Python nastiness.

This month we talk about online gaming, OPS2 in Iraq and the romanticism of the PSone.

THE LETTERS ARE FLOODING SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO ASK OR SAY, WRITE TO US AT:

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STAR

BETWEEN IRAQ AND A HARD PLACE

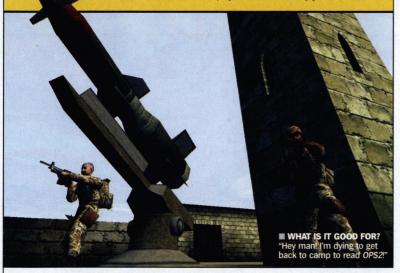
My name is Arron
Cambridge and I'm a
regular reader but at
the moment I'm in Iraq
and can't get hold of it. I
am writing to ask if you'd be

able to send your mag out here to me. I'm not too bothered about the disc as my Scimitar Tank is not PAL compatible. If you do find it in your hearts to send one out I would make sure it got passed around the lads. Who knows, you might even pick up a few new readers? Oh yeah, any Conflict:

Desert Storm gurus out there, send all your tips to Bush and Howard – that way I might get home a bit sooner and will then be able to purchase your fine mag for myself. Also, while I'm in full begging mode, if you have any unwanted promotional stuff (especially T-shirts – the launderette doesn't seem to be open much around here) it would be gratefully received. It would raise my morale even more so if some young lovely office honey had worn it first. She could even write to me if she liked... I'll leave it there and sit in my tank and wait the three weeks it takes for mail to get here in anticipation of a reply.

Aaron, Iraq

Not being ones to begrudge our boys the odd mag we quickly sent our resident office honeyz down to the post office to dispatch Arron some goodies and magazines. We hope you and the lads enjoy them!



PS(ONE) OFF

Who actually plays PSone games on their PS2? PS2 is in a totally different league to the Inferior PSone and although it is a fun machine that can be used to fob off your younger sibling on a bank holiday, it's just not the black dream catcher that PS2 so obviously is. You have to ask why Sony bothered to include this backward compatibility feature for its PS2 because it seems so pointless.

The argument that PSone games are cheaper is bull. A new PSone game will cost you \$40 – why not buy GT3 or DOA2 for \$10 more? Sony also points out that those who want to play old PSone

favourites on their PS2s can. But wait a minute, didn't we buy our PS2s for new gaming experiences? Why would we want to play old PSone games in favour of GTA: Vice City or MOH: Frontline?

Fraser Guthrie, via email

There are some top games on Psone but, you're quite correct, none of them come up to Vice City or MOH: Frontline. In the same way, some sad sacks still like to mess about on old Commodore games because they were the games they loved as young 'uns. Plenty of people have a soft spot for their old copy of Mr Driller, Driver 2 or VIb Ribbon.

TRACTOR FACTOR

Not long ago I heard about a new GTA game coming out called GTA San Andreas. A few days later I saw a program about earthquakes and it said that San Andreas is a popular place for earthquakes. Could this mean that earthquakes will happen in the middle of our GTA missions? The program also showed that San Andreas is mainly made up of farmland – so what are we going to be stealing next? Tractors instead of supercars? Or will it be a new city in the future that was built over San Andreas? This is really puzzling me. And also, The Getaway is too realistic – I wanted rocket launchers.

Michael Beer, via email

You're quite right, Michael, that the rumour mill has it that the next GTA will feature San Andreas, as this was mentioned in GTA III. But it's unlikely to feature tractors because the mill is also grinding out news that as Vice City stood in for Miami so San Andreas will be a virtual San Francisco. As keen geographers will know, the San Andreas fault (the thing that causes the earthquakes) runs through San Francisco. And it sounds a bit the same too.

HARDCORE BORE

I started playing games during the Commodore 64 era and in those days games were made for gamers. Read any C64 tape box and there would be an advert for bedroom programmers to send in their games, and if it was good, it was published. Most modern game makers seem to have forgotten about this era because more and more releases are being aimed at the casual gamer who only plays their console at weekends to kill a little time. I play my PS2 about three hours a day (I'm in year 12 so I get a lot of spare time). Games such as MGS2 and Onimusha are not worth investing in, as they will be finished in two or three days. Those two games also highlight another point: games are getting way too easy, again to grab the interest of the casual gamer. There are exceptions (I still can't do mission 12 in The Getaway!) but they are becoming few and far between. It seems that hardcore gamers are becoming a dying breed. Game publishers should take note of the growing feeling of resentment that hardcore gamers have for this new wave of games because when their games stop being 'cool' we will be the ones they turn to for sales. One last note: you need some kind of feature for dedicated gamers eg 'hardest and most complex games you can buy on PS2' Oh, and stop calling the tips section Hardcore! Why on earth would hardcore gamers want to use tips?

Rafe, via email

Oh Rafe, give it up man. Do you really want everyone to be like you? Do you want a world of Rafe clones chattering away about how quickly they finished Final Fantasy X and how games were great ten years ago. There are games for everyone, from the relentlessly difficult to games for the more casual gamer. The thing is, Rafe, if you read OPS2 every month we'll tell you what is what and you'll never have to worry about wasting your cash on a game too easy for your superhuman gaming skills ever again.

FAST FOOD NATION

I would just like to inform you all at *OPS2* how helpful a healthy diet is to your gaming. The more healthy food you eat, the quicker your reactions. I know this because I like to eat lots of chocolate and crisps. But one of my mates eats lots of healthy things like fruit and he always kicks my ass at games because he has an amazing reaction time. Please could you share this information with your readers.

Ryan Hayer, via email

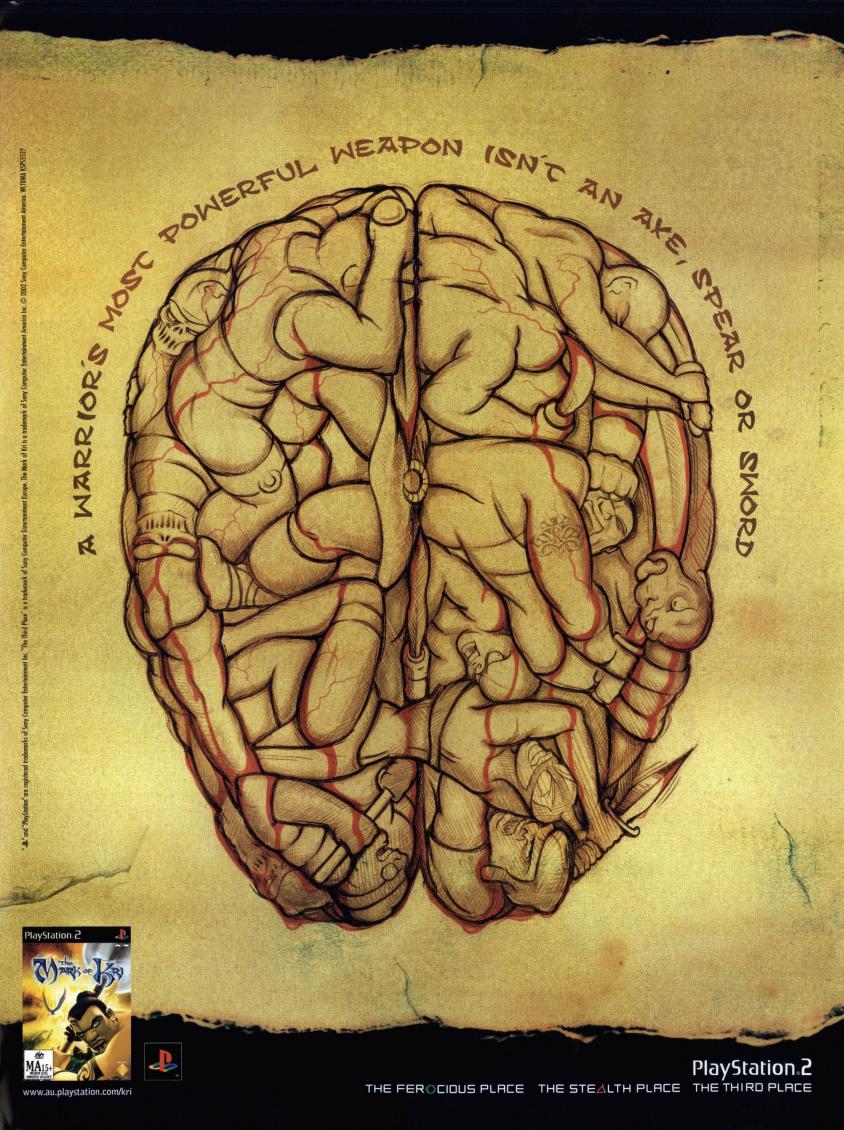
A quick survey round the office found that the world's best gamers, well us anyway, used a combination of ginger beer, chips and Mars bars to sustain gaming excellence. Conclusive proof, that you need to eat more crap, not less!

MULTIPLAY SNOREGASM

Before I start, I just want to make it clear that I do have friends and a decent enough social life. I am just sick and tired of reading about online gaming. I have no interest in the subject and never will. Videogames should be designed as singleplayer experiences (like MGS2 and Final Fantasyl. The only games suitable for multiplay are racing games, beat-'em-ups and sports games. First-person split-screen shoot-'em-ups are completely useless. Anyone remember playing Doom? It was great because you couldn't see where your opponent was! Split-screen? Duh. Whenever I buy an FPS game I make sure it's one with a decent single-player adventure. That's why Deus Ex, Half-Life and Red Faction are great and why Quake III, Unreal Tournament and the original TimeSplitters are crap. TimeSplitters 2 falls somewhere in between because although it has multiplayer nonsense (which I totally ignore), it does have an improved single-player mode. And I was absolutely thrilled when Medal Of Honor finally ditched the multiplayer.

Kevin Jones, a serious gamer

Online is going to change gaming as we know it. And judging by this letter, it sounds like you play a lot of 'single-player' games. And not just on your PS2.



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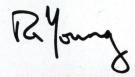
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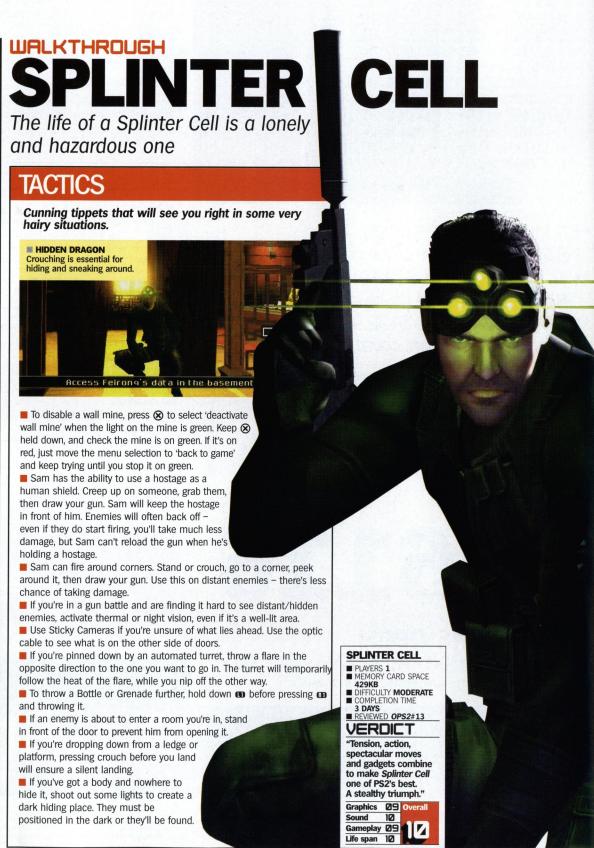


We've spent an entire month hiding in the pitch-black stationary cupboard and creeping up on unsuspecting tea ladies to bring you this month's Hardcore. Practise the art of stealth yourself with the first part of our *Splinter Cell* walkthrough. Also out of the darkness came our guide to *DMC2*, tips for *X-Men 2*, how to seduce *The Sims*, and more. Damn, it's bright out here...



IN HARDCORE THIS MONTH

	084SPLINTER CELLWALKTHROUGH
	087DEVIL MAY CRY 2
	090X-MEN 2: WOLVERINE'S REVENGE TIPS
	090THE SIMSTIPS
	090SHOX
	090ALL STAR BASEBALL 2004TIPS
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POLICE STATION



RENDEZVOUS WITH LOCAL NSA INFORMANT THOMAS GURGENIDZE FOR INFORMATION ON BLAUSTEIN'S **AREA OF OPERATION**

Go into a crouch and walk up the steps to your right, then jump and climb the ladder. Walk a few steps to the top of the roof and you'll see a trapdoor - choose to open it, then drop down inside. Crouch and follow the passageway to the end, then climb up the vertical grey pipe. To your left is a zip line. Stand underneath and jump to grab hold of it - you'll zip down into a burning building. Exit the room, turn left and take the door on the left. Exit through the next door and go left. Take the stairs to the floor below and enter the doorway on your right. The floor ahead is burning but there is a pipe above that you can use to cross it - make sure to hoist your legs up to avoid the flames below. Drop down when you're safely across and follow the corridor left. Take the door on your right, exit this room through the only door and go through the doorway on your right. Ascend the stairs, carefully avoiding the fire. Go down the hall and enter the room on your left. Your target, Thomas Gurgenidze, is lying in the middle of the room - go over and talk to him. Exit the room through the closed door. You need to proceed through the open doorway, but the room is filled with deadly smoke. Equip night vision, then use your pistol to shoot out the skylight. Once the smoke has cleared, enter the room and exit through the door on the right wall.

FIND THE HIDDEN BLACK BOX IN BLAUSTEIN'S APARTMENT

Open the door and move stealthily across the balcony until you reach a gap in the railing. Jump to grab the horizontal bar above, pull up your legs and cross to the other side. Crouch and walk along the fencing, then move into the shrubbery and slowly walk right, towards the apartment. Jump onto the railing, crouch and drop silently onto the porch area. Wait in the shadows for another guard to exit to the apartment. When he leaves again, sneak up on the guard outside, grab him and knock him out - hide the body. Use the Optic Cable underneath the front door, then when the guard walks out of the room, enter. Crouch by the steps leading to the next door, wait for the guard to return, then leg it through the door and follow the corridor to the room at the end. Turn left and slide the painting on the wall, access the computer, then go to the keypad in the room, enter the code and exit to move on to the next stage.

FIND GURGENIDZE'S DEAD DROP IN MOREVI **SQUARE TO FIGURE OUT HOW TO GET INTO THE** POLICE PRECINCT

On the balcony, walk left and there's a zip wire above that'll take you to a sloping roof. Walk up the roof and enter the doorway at the top. At the lift shaft, jump towards the vertical lift cable and you'll automatically grab hold of it. Slide down and get onto the top of the lift, then open the trapdoor and drop inside. Exit the room. Crouch and follow the walkway to some steps - there are two police officers talking at the bottom of the steps. Walk slowly down them, then take the next flight of stairs. Stop about halfway down, turn left to face the officers, then jump to grab hold of the ledge. Move along it, around the corner, to the end. Then pull yourself up and drop down into the shrubbery. Move to the end of the shrubbery, then quietly follow the alleyway until you reach an area with a fountain. Cross the area to some bushes with a red light behind them.

There's a hidden tunnel here. Crouch and follow it

INSPECT YOUR GADGETS

Gadget tips for anyone who thinks stealth is simply hitting someone round the head!



AIRFOIL ROUND

A non-lethal projectile. A head shot with one of these will knock out an enemy. Hitting them in the body will temporarily stun them giving you time to rush up behind and grab them. Useful if you want to interrogate an enemy and need them conscious. Unlike bullets, all non-lethal projectiles are silent and your victim won't make a noise.



STICKY SHOCKER

Incapacitates enemies but doesn't kill them. The best thing is that the results are the same no matter where you hit an enemy, so it's useful if you need to knock out an enemy and can't risk missing. Can also be fired into water to shock multiple enemies that are in contact with the water (and yourself if you don't get out of it first).



THERMAL VISION HEADSET

Useful for seeing distant or hidden enemies (they'll show up bright red). Also good for seeing through smoke and gas. When using thermal vision to read codes that have just been entered on keypads, remember the coldest colours are the buttons that were pressed first: deep blue, blue, then light blue, green, light green, yellow, orange then (warmest) red.



to the end. Use the computer to get the information you need and take the Medical Kit from the wall, then return through the tunnel to the bushes.

USE THE INFO ON GURGENIDZE'S COMPUTER TO GAIN ACCESS TO THE POLICE PRECINCT

An officer will enter the courtyard. Wait until he's stationary with his back to you, then move through the gates on your right. Move slowly to the corner, make sure the civilian has walked away, then follow behind him and take cover between the two bins. There's an officer walking up and down the alley just around the corner. The civilian is also walking around the streets. When it's safe, move from the bins towards the doorway at the bottom of the alley, just behind where the officer pauses. Hide in the corner. Wait for the officer to stop and turn his back to you, then grab him and knock him out. Take the Data Stick from his satchel. Wait until the civilian walks back towards where you started, then move to the end of the alley. When you reach a guard stood with his back to you, creep to the edge up the lattice roof above and jump onto it. Walk across the roof slowly while crouching. At the end, look down - the guard is below. Drop off the roof and land on top of him, knocking him out. Hide his body in any of the dark corners then climb onto the bin in the far corner of the alley. Do a double jump to get up onto the wall with the star.

LOCATE AGENT BLAUSTEIN IN THE POLICE **PRECINCT**

Walk down the steps ahead, crouch and enter the prison area quietly as the guard walks away from you. Walk past the first prison cell, then do a split jump next to the brick wall. Wait for the officer to return and, when he's beneath you, drop down and knock him out. Pick up his body and carry it to the end of the hall. Go through the automatic door on your left and drop his body between the two shelving units. Use the computer here, then turn out the lights, activate your night vision and aim your gun at the door. The guard patrolling in the corridor outside will come to investigate - shoot him in the head quickly. Exit the room into the corridor and go right. You'll see a technician through the window. Creep into the room, grab the technician, knock him out, then go to the doorway of the next room. Shoot out the camera on the wall opposite, then walk over to the two gurneys.

ACCESS THE POLICE PRECINCT'S SECURITY SURVEILLANCE SYSTEM

Pick up the Medical Kit on the stool, then double-back to the corridor. Go left and take the door at the end, then ascend the stairs. Open the door at the top and guietly enter the room and walk right. Wait for the police officer to start talking to the civilian, then very slowly move along the right wall and get behind the curtain. Follow this wall and cross the back wall before the conversation ends. Follow the wall to a doorway, enter it, then go up the stairs. In the room at the top, walk quietly past the two officers sat at their desks. Open the second door on the right, enter the room and knock out the officer stood on the other side of the curtain. Finally, use the computer.

MEET JUNIOR WILKES IN FRONT OF THE POLICE PRECINCT FOR EXTRACTION

Double-back, past the two officers and down the stairs. Walk back around the room until you reach some double doors and exit.



HAKDEOKE

→ GEORGIAN DEFENCE MINISTRY

INFILTRATE THE EAST WING OF THE GEORGIAN DEFENCE MINISTRY

Walk to the edge of the roof, by the stovepipe and rappel down the wall to an open window.

Climb in, move to the end of the bookcase and wait for the guard to finish walking around and go to his desk. Creep up behind and grab him. Pull him back into the shadows, then knock him out. Shoot out the camera above the door, then use the computer.

DISCOVER VYACHESLAV GRINKO'S WHEREABOUTS BY INTERROGATING HIS DRIVER

Exit the room, then use the Optic Cable underneath the next door, and watch the guards at the end of the hall. When the patrolling guard is walking away, enter the hall and sneak into the door on the left. Descend the stairs and shoot out the first security camera. Go down another flight of stairs and shoot out a second security camera. Enter the door at the bottom of the stairs.

Shoot out the security camera on the right wall, then go left, following the wall and staying in the shadows. When you reach the car with its headlights on, look right and shoot out the other security camera. Walk around the comer and you'll see Grinko's driver in the corner taking a slash. Interrupt him before he finishes with a spot of interrogation and when he's finished talking, knock him out and leave him lying in his own urine.

INFILTRATE THE SOUTH WING OF THE GEORGIAN DEFENCE MINISTRY

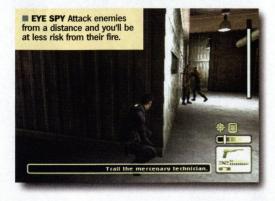
Return to the stairwell using the same route. There will be a security guard standing by the door you need to take. Pick up the glass bottle from the floor and throw it away from the door to get him to move, then sneak through it. Return up the stairs and through the door you came through before. Go left and sneak up on the guard with his back to you.

Grab him, knock him out and hide his body. Proceed through the door further along on the right. Stop in the doorway, look up and shoot out the camera above. Enter the room and retrieve data sticks from the two computers. Jump onto the desk and pull yourself into the open air duct.

DEACTIVATE THE COURTYARD SECURITY LASER GRID

Move quietly to the end of the air duct, then jump down. Move to the doorway and wait for the security guard to enter the kitchen, spit in his boss's dinner (and we thought it was only us who did that) and leave. Quietly move into the kitchen and hide behind the table on your right. Pick up the bottle next to you and smash it against the wall by the doorway you just came through.

As the chef investigates, move around the table towards the door. Leave when he enters the other room. Sneak up on the guard stood with his back to you, grab him and knock him out. Hide his body in a dark corner and turn out the lights. Exit the double doors, turn right and go down the stairs. Start creeping down the left staircase, wait for the patrolling guard to walk away and walk left at the bottom of the stairs. Sneak up on the stationary guard, grab him,





quickly pull him underneath the staircase and knock him out. Wait for the patrolling guard to turn away, then access the computer. Sneak behind the curtains and wait directly behind the computer in the shadows for the Colonel to sit down. Sneak up behind him and grab him – if the patrolling guard sees you, use the Colonel's body as a shield and shoot the guard in the head.

Drag the Colonel to the retinal scanner behind you and use it. Then knock him out, take a Medical Kit from his satchel and stash his body under the staircase with the other body.

LASER-MIC THE GRINKO AND MASSE CONVERSATION IN THE GLASS ELEVATOR LEADING TO NIKOLADZE'S OFFICE

Go through the automatic door. Walk to the shadows on your left and shoot out the security camera above the door. Equip the laser-mic, then exit through the double doors. Run across the courtyard and hide behind the bushes near the lift. Aim the mic at the lift and listen to the conversation until they reach the top.

INFILTRATE THE NORTH WING OF THE GEORGIAN DEFENCE MINISTRY

As soon as the conversation ends, two security guards will enter the courtyard and start patrolling. You need to reach the metal double doors that are directly across the courtyard from the ones you entered by. If you alert any of them, you'll probably need to shoot them both, unless you can find a good hiding place. When you reach the double doors, collect a Medical Kit to the left of the doors, then climb the trellis to the right.

ACCESS NIKOLADZE'S PERSONAL COMPUTER IN HIS OFFICE

Someone is coming in the lift - quickly enter the door to the left of the lift. Use the Optic Cable by the door and wait for both guards to walk right. Then quietly exit the cupboard, walk left, press the lift call button and enter the lift. Choose to go up. When the doors open, quickly go to the first door on your left - there's a guard on his way. Use the disposable pick instead of the normal Lock Pick to break the lock. Jump onto the desk, face the wall clock and jump up into the duct above. Jump down when you reach the first opening and shoot out the security camera at the end of the corridor. Walk towards the camera and take the first door on the left. Collect the Medical Kit, then climb the ladder, open the trap door and exit onto a roof. Jump onto the edge and go to the stovepipe. Rappel down the wall to the window. Shoot the guard in the head. Enter the office, collect a Frag Grenade from the guard's satchel, then access the main computer. A soldier will be called to the office return to the window, crouch and drop down to hang from the window ledge. Remain here while the soldier searches the office. When he's gone, access the computer again.

RENDEZVOUS WITH JUNIOR WILKES IN THE BASEMENT PARKING GARAGE FOR EXTRACTION

Exit the office, turn left and follow the corridor. Take the first door on the left and go to the bottom of the stairs. Collect the First Aid Kit and exit the door. Draw your gun and shoot the guard, then run to where he was stood – the lift shaft is to your right. Guards are coming down the stairs behind you

 quickly jump onto the vertical pipe and slide to the bottom. Now turn left and keep following the wall. When you reach Junior Wilkes, talk to him.

GFO OIL RIG

INFILTRATE OIL REFINERY BY



Climb the ladder in front of you. Walk right, along some pipes, then jump to grab hold of the horizontal pipe above your head. Move along to

the end of it, pulling your legs up to get past the beam. When your path is blocked by a container, drop off the pipe, crouch and walk off the edge of the platform. You will grab onto the edge and can shimmy past the container. Pull yourself back up and continue walking forwards, across a pipe, until you see a platform on your right. Stand on the platform and look up – you'll see a wire. Jump to grab it and you'll slide across to the next platform. Crouch and walk left, then climb the vertical pole. On the pole, rotate so that your feet are above the big pipe, then drop down. Crouch, then drop into the hole in the pipe. Turn on your night vision and move to the end of the pipe.

TRAIL THE MERCENARY TECHNICIAN

Climb the ladder in front of you and open the trap door. Climb the ladder on the side of one of the posts. At the top, jump off it to the right. On the platform at the top, there's a tool box – climb onto it, then jump up and grab the horizontal pipe. Pull your legs up and move along to the end. Wait for the patrolling guard on the platform



below to stand underneath you, then drop down on top of him to knock him out. Turn left and climb up the steps. There's an explosion further along the platform. Wait for the technician and his guards to walk away, then draw your pistol and shoot the guard that runs out. Follow the technician and his guards, making sure they don't spot you. Wait by the corner for them to enter a building. A guard will wait at the door – shoot him in the head. Turn back around and go behind the tank. Follow the wall around the side of the building.

RETRIEVE THE LAPTOP FROM THE MERCENARY TECHNICIAN'S BRIEFCASE

Jump onto the red piece of machinery. The window above will be shot out and Lambert will tell you about a change of plan. Jump and hold onto the horizontal pipe above you. Pull up your legs and move through the window. One soldier has stayed behind to shoot and destroy the computer equipment. Drop down and shoot him in the head. Collect a Medical Kit from the shelf, then exit through the door the technician went through and climb the stairs. Just before you reach the top, turn left and shoot the container on the higher platform to kill the soldier then shoot the soldier ahead. Run around the building ahead and go down the steps. Go through the gate and shoot the guard on the other side. Enter the door to your left. Go through the next door, exit and go TWO OF OUR left. Grab the technician, interrogate

him and pick up the Briefcase to

end the mission.

WALKTHROUGH

CONTINUES

IEXT ISSUE!



GUIDE PART TWO

DEVIL MAY CRY 2 LUCIA'S COMBOS Any of these can be started with a

After helping you with Dante's scenario, we finish up with the walkthrough to Lucia's disc, and more besides

MISSION 1

'S' RANK CONDITIONS



Clear Time: Less than 9:01 mins Orbs: More than 3,999

Stylish Average: More than five 'Show Time!' combos

Damage: None

Items Used: None

Secret rooms: Two Blue Orbs/Fragments: 0/4 Search this village for 45 Red Orbs, making sure you break the chimneys on top of the buildings to reveal more. When you have 45, head through the door. Kill the enemies in the new area and jump through the hole to the outside area. Now jump into the waterway and search the grating for Secret Room #1, which contains a Blue Orb Fragment. Head down the street to the Time Statue and then jump up onto the ledge above for a Blue Orb Fragment.

Keep heading up the street, jump up onto the rooftops and then onto the pillar near the large doors at the corner for some hidden Red Orbs. Head up towards the castle. Go up the steps past the arch and then jump up onto the shoulder of the large statue and then up onto its head for another Blue Orb Fragment. When you reach the top, smash the statues and search the face around to the left of the double doors for Secret Room #2, which contains another Blue Orb Fragment. Go through the doors to end the mission.

MISSION 2

'S' RANK CONDITIONS



Clear Time: Less than 10:01 mins Orbs: More than 2,499

Stylish Average: More than nine 'Show Time!' combos

Items Used: None Damage: None Secret rooms: None Blue Orbs/Fragments: 0/2 Grab the Red Orbs from the stairs and attack the orb trigger at the top before defeating the enemies to get the Aerial Heart. Fly up through the hole then climb the stairs and jump up on the platforms. Destroy the statue for the Darts and jump up further to get a Blue Orb Fragment. Keep heading upwards until you reach an orb generator and a circular platform. Stand on it. Fly up and hit the trigger orb and then fly up through the opening that is revealed. Head up the stairs, breaking the statues to get

some Red Orbs. Boss strategy: This Tartarussian has two attacks - it will swing its mace balls at you and knock you away when close. Simply activate your Devil Trigger and get in close, then when that expires, retreat to a safe distance and throws knives at it until your DT gauge is restored. When



the boss is defeated, get the Arcana Spada Sword and Blue Orb Fragment from the small area that opens up and then head up the stairs and jump over the wall.

MISSION 3

'S' RANK CONDITIONS



Clear Time: Less than 8:01 mins Orbs: More than 4,999 Stylish Average: More than 19 'Show Time!' combos

Damage: None Items Used: None Secret rooms: Two Blue Orbs/Fragments: 3/1 Head around the corner and dodge the fire pillars by rolling down the hill. Kill the Goatling triggering them at the bottom and go through the large wooden door to the left to get the Klyamoor. Exit the room and go through the large stone door, then run down the street and jump onto the large wall carving. Jump up onto the next one and grab the Blue Orb before heading towards the boarded up archway. Smash through it, run down the road and jump up the left-hand cliff to get a Blue Orb Fragment.

Go down to the waterfront and use the Red Orb generator. Ignore the arch on the right and head along to the main doorway. Kill the enemies and search the carving below the stairs to find Secret Room #3 which contains a Blue Orb Fragment. Go up the stairs and through the door. Get the large Red Orb and the Healing Heart and head back outside. Go through that archway you passed on the waterfront and head up the stairs to find Secret Room #4, containing a Blue Orb Fragment. Go through the doors below to encounter another boss. Boss strategy: You defeat Jokagulm, the large squid-like create exactly the same way as with Dante. Just keep back, dodging its tentacle attacks and fill up your DT gauge by throwing knives at it. When your DT gauge is full, take out one of the tentacles and then move in close to the head, repeatedly slashing at it until your DT runs out.

MISSION 4

'S' RANK CONDITIONS

Clear Time: Less than 5:31 mins Orbs: More than 1599



Stylish Average: More than 19 'Show Time!' Damage: None Items Used: None Secret rooms: None

Blue Orbs/Fragments: 0/1 Jump over the lip of the tunnel

entrance to get a Blue Orb Fragment before heading down, killing the Infestants and grabbing the Offence Heart. Now head to

Boss strategy: Same as Dante - gradually knock down its energy with your daggers and when it jumps at you, attack by

activating your DT. Head through the next tunnel and into the main area to fight

Boss Strategy: Easy, simply stand on the bridge and keep jumping and throwing knives.

Any of these can be started with a direction instead of the first (a) which has her kick and slash rather than slash twice

Three-hit combo - (A), (A), (A) Four-hit combo - ♠, ←, ♠, ♠ Five-hit combo - ⓐ, ⓐ, ←, ⓐ, ⓐ

Air combos (after jumping)

Heel drop - (A) Front snap kick - ←, ♠, ♠

Lunging kick - (hold • ←, ♠, ♠, ♠

Sky High - (hold an) (2) Rapid Fire - (hold • + △

Lush - (from a jump) (hold (a) (as you land) Lush variant - (from a jump) (hold (11) (before you land)

Triple air kick – (hold \bigcirc) \leftarrow , \bigcirc , \bigcirc , \bigcirc , \bigcirc

DT combos

Three-hit combo - (A), (A), (A) Raging slash - ♠, ♠, ♠, ♠, ♠ Rapid flurry - ⓐ, ⓐ, ←, ⓐ, ⓐ



49RDCORE

MISSION 5

S' RANK CONDITIONS



Clear Time: Less than 7:31 mins Orbs: More than 2,999

Stylish Average: More than 19 'Show

Time!' combos

I LOVE LUCIA With her

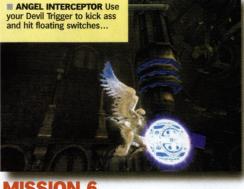
moves, Lucia rocks!

ONOFINIS

Damage: None Items Used: None

Blue Orbs/Fragments: 0/2 Secret rooms: One Jump down to the lower section, kill the enemies and head up through the door on the other side. Run down the hall and through the door, then enter the plane to get the Cranky Bomb. Exit the plane and go through the door at the back then activate the orb trigger and leave pretty sharpish. Head back the way you came and when you reach the room you started in, go through the garage door. Jump down to the lower section, run behind the gas cylinders for a Blue Orb Fragment and go through the door.

Attack the trigger orb and head down the slope. Go past the door at the bottom and top-up your DT gauge on the refill spot. Enter the middle area, use the Red Orb generator and then fly up to get the Flame Heart. Now go through the door at the bottom of the slope. Jump down and go through the hole in the wall, then use the Evil Heart to receive the Electro Heart. Head back out and go through the newly unlocked door, then dash down the tracks, searching the area for Red Orbs, before getting on the elevator. When you reach the top, go through the right-hand door for Secret Room #5, which also contains a Blue Orb Fragment, and then out through the door.



MISSION 6

'S' RANK CONDITIONS



Clear Time: Less than 10:31 mins Orbs: More than 1,999 Stylish Average: More than 14 'Show Time!' combos

Items Used: None Damage: None Secret rooms: One

Blue Orbs/Fragments: 0/2

Defeat the various creates and go headlong into a boss confrontation...

Boss strategy: The giant moth itself won't attack, instead it will deploy eggs that rapidly hatch into hungry larvae that will storm out of the ground and charge at you, at times consuming you whole. Concentrate on killing the moth with your knives first and then when you're left with just the worms, roll to evade them when they burrow out of the ground, then quickly turn and attack them before they disappear again.

Take the Blue Orb Fragment when you resume control, then use your DT to fly over to the ledge with the large hole above it across the water from your starting position to find Secret Room #6 that contains a Blue Orb Fragment. When you come out, you can also use your DT (if you have enough, that is) to fly up to the tops of the large pillars for some hidden Red Orbs.

Drop down into the water and swim down below your starting position to get the Bow Gun before swimming through the door to end the mission.

MISSION 7

'S' RANK CONDITIONS



Clear Time: Less than 7:01 mins Orbs: More than 3,999 Stylish Average: More

than nine 'Show Time!' combos Items Used: None Damage: None

Secret rooms: One

Blue Orbs/Fragments: 1/1 Swim down the passage and into the small

alcove to get a Blue Orb, then head up through the hole and follow the trail of orbs through the door. Take the Aqua Heart from the pedestal, kill the Auromancers and jump up on the ledge above. Jump up to the next room and break the urns for some Red Orbs, then jump over to the right doorway for Secret Room #7, which contains a Blue Orb Fragment.

Head down the right hallway and jump into the water. Swim down into the next room and up through the hole indicated by the cut-scene. Kill the Sargassos and quickly light the six trigger orbs to reveal a series of platforms. Climb up these and activate the orb trigger

MAKETHE GRADE

How to go from Casper to Cushing in three, not so easy, stages. Can you live through this lot? If you can't we will be laughing our nuts off...

GRADE 1: AMATEUR

Complete the game with both characters, visiting every secret room along the way.

GRADE 2: PRO

Using the Mission Select to replay each mission again, get an 'S' Rank on every level.

GRADE 3: MASOCHIST

Having done the others, all that's left is to complete Dante and Lucia must die modes.

at the top before swimming back down to the previous room and down through the hole for another boss battle. Boss strategy: This Tateobesu stealth fish has three forms of attack - electrical, charges and bites. Keep moving and firing your Bow Gun to gradually knock it down and when it cloaks itself, watch out for its outline to avoid getting bitten. If it charges at you, simply activate your DT to avoid getting hit.

MISSION 8

'S' RANK CONDITIONS

Clear Time: Less than 8:31 mins Orbs: More than 4.999



Stylish Average: More than 19 'Show

Time!' combos

Damage: None Secret rooms: One

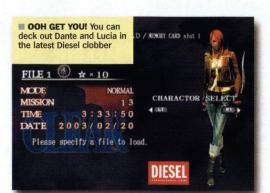
Items Used: None

Blue Orbs/Fragments: 1/2

Search the small square area right above you for Secret Room #8, which contains a Blue Orb Fragment then defeat the nearby enemies and take the Gold Orb from behind one of the pillars. Swim through the hole in the ceiling and jump out of the water before walking up to the big eye. Hit the fireball back at the eye three times with your sword to break the seal and raise the water, then kill the Erupt Cells and search behind the broken statue to find a Blue Orb Fragment. Swim up to the area above the Fragment for some Red Orbs, then head through the hole and jump out of the water. Use the orb generator, head down the hall and jump into the water again. Swim down through the hole in the next room and get the Blue Orb before swimming back up through the tunnel, through the hole behind the pillars, jumping out and going through the door.

Break the eight required orbs and use the waterfall platforms to jump up to the door. Kill the enemies and attack the three stone orbs. The purpose of this is to weaken them all sufficiently so that you are able to break all three in quick succession to get the Ouick Heart from the next room. Head through the far door to fight another boss.





Boss strategy: Simply sit back out of range of his mace and repeatedly hurl knives at him. When your DT is charged, get in close with some sword attacks to speed up the process

MISSION 9

'S' RANK CONDITIONS



Clear Time: Less than 1:31 mins Orbs: More than 1,599

Stylish Average: More than 11 'Show Time!' combos

Items Used: None Damage: None Secret rooms: None Blue Orbs/Fragments: 0/0 Boss strategy: Just use your daggers to gradually chip away at his energy and when he moves to the side tables, get in close with sword attacks, preferably DT-powered! Your biggest problem is staying locked on to him as his minions will repeatedly distract you.

MISSION 10

'S' RANK CONDITIONS



Clear Time: Less than 7:31 mins Orbs: More than 5,499

Stylish Average: More than 19 'Show

Time!' combos

Damage: None Items Used: None Secret rooms: One Blue Orbs/Fragments: 1/1

Move forward and get the Red Orb on top of the pillar, then kill the AbyssGoats and activate the trigger orb. Next up, search the door on the left side of the street to find Secret Room #9, which contains a Blue Orb Fragment. Head down the side street, jump up on the rooftops, get the Gold Orb and activate the trigger orb. Then jump up through the hole into the arena and get the Blue Orb.

Head down the hallway, activate the trigger orb and proceed down to the large open area to get the Zambak.

Run down the street, kill the Agonofinises and head down the path to the left. Kill the various mancers and jump up on to the sculpture on the building before jumping over to the ledge to activate the trigger orb. Then head through the large door and strike the eyeball in the middle of this new area.

Boss strategy: Remember this spider from the original Devil May Cry? Well it's a lot easier to kill! Use your DT to take off as much energy as you can, then switch to your daggers to take off more from a safe distance. If you like, you can jump on top of him to attack like in the first game.

MISSION 11

'S' RANK CONDITIONS



Clear Time: Less than 3:31 mins Orbs: More than 1.999

Stylish Average: More than seven 'Show Time!' combos

Damage: None Item Used: None Secret rooms: None Blue Orbs/Fragments: 0/0 Strike the central eyeball and trigger a timed combat sequence. Look for the dead eye mound on the ground and knock one of the enemies into it to get the Chrono Heart. Once you have that, kill the enemies as fast as you can and enter the portal. If you fail to defeat them all within the time, strike the eyeball again to trigger a second sequence.

MISSION 12

'S' RANK CONDITIONS



Clear Time: Less than 9:01 mins Orbs: More than 6.999

Stylish Average: More than 19 'Show

Time!' combos

Damage: None

Item Used: None



IF IT ALL SOUNDS A LITTLE TOO TOUGH.

Too damn lazy, or rubbish, to do it yourself? Why not use these handy cheats?

TAKE THE GAME APART

For this cheat to work you shouldn't have any existing DMC2 data on your memory card. Play either Dante's or Lucia's first mission, then complete it and save the game. Now reset the PS2, watch the intro sequence and wait for the 'Press Start' screen to appear. When it does, press L3, R3, III, III, III, III, L3, R3. If the code has worked then you'll hear the same sound as if you had just collected an item in the game. Now press start to go to the main menu, select 'Load Game' and then load up from your previous save. You can now press or to change your costume and you'll also notice that the 'Mission Select' is now unlocked which will make it handy for getting any items you missed when going through the game.

GET IT ALL, QUICK!

This trick can be used for unlocking the completion bonuses for each character by only playing through Dante's disc. Simply switch from disc one to disc two at any time while playing Dante's game and complete it to unlock the extra costume, difficulty level, mission select and bloody palace mode for both characters. You can also repeat this trick when playing through on hard mode to unlock yet further bonuses.

BONUS TABLE

Here's what you can unlock by completing DMC2 with each character and on each difficulty level. It may seem like a whole lotta hard work but believe us when we tell you that it will be worth it.

Character Difficulty Bonuses

Dante	Normal	Diesel costume, Mission Select	
Lucia	Normal	Diesel costume, Mission Select	
Both	Normal	Bloody palace, hard mode	
Dante	Hard	Trish (from DMC)	
Lucia	Hard	Secret costume	
Both	Hard	Dante/Lucia must die modes	
Dante	DMD	Original DMC costume	
Lucia	LMD	Fyil Lucia costume	

141312121213131



Secret rooms: One Blue Orbs/Fragments: 1/1 When you attempt to go through the door, some BloodGoats will appear, so kill them all before going through. Head up in the elevator then when you leave. go right, break the vase and search the wall for Secret Room #10, containing a Blue Orb Fragment. Continue down the hallway, breaking the vases for Red Orbs, then head down the smaller passage and through the door. Continue breaking vases and head through the door before killing the Jomothumsiras and getting the Sacrilege. Use it on the door to go through and run back into the small room and through the door.

Avoid the balls and jump up onto the tier to get the Sacrilege at the end, then run back along the tier and get the Blue Orb above the entrance. Use the Sacrilege on the door, follow the trail of Red Orbs and head through the next door for a boss battle.

Boss strategy: Just sit back and repeatedly chuck daggers at the three faces and evade them when they swoop in close. When they all converge into a single face, activate your DT and keep throwing daggers, taking evasive manoeuvres when it unleashes its huge mean bolt attack.

Exit via the large mouth-shaped door then go back in to kill the BloodGoats and Demonochoruses and get the Sacrilege. Use it in the mouth and exit the room. Go up the elevator and then go through the door.

MISSION 13

'S' RANK CONDITIONS



Clear Time: Less than 4:01 mins

Orbs: More than 799

Stylish Average: More than seven 'Show

Time!' combos

Damage: None Items Used: None Secret rooms: None Blue Orbs/Fragments: 0/0 Boss strategy #1: Get close to Possessed Arius so that

the majority of his attacks are charges - that way you can easily dodge them and quickly get in a barrage of sword attacks. As usual, just keep using your DT when its charged and you shouldn't have too many problems at all.

Boss strategy #2: Keep shooting Arius Argosax in the mouth and when it swings its tail, jump to the opposite side of the chasm. It might attack by spewing venomous bile at you, if this occurs, double jump to avoid it.



Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain

X-MEN 2: WOLVERINE'S REVENGE

Unlock all Cerebro Files

At the main menu, press (a), (a), (b), (b), (c), (a) + (2). Go to the bonus section, then to Cerebro to get the information.

Unlock All Costumes

At the main menu, press (A), (O), (A), (O), (O), (a), (b) + (b).

SHOX

(SLES 51251)

Easy money

Disable automatic saves before betting. Select to continue without saving, then race. After winning, re-activate automatic saves and overwrite your previous save. If you lost the race, reload the save to try again. Choose a car you wish to gamble for but do not press "Gamble" yet. Instead, remove your memory card, then press "Gamble". You will be asked if you are sure. Select "OK", then the message "Autosave has been disabled" will appear. Select "Continue without autosave". If you lose the race, reset your PlayStation 2, insert the memory card, and you will still have the money. If you win, put the memory card back in after the race, then go to options and autosave. Select "Overwrite file", and you will be able to save the car again.

M ALL STAR BASEBALL 2004 (SLES 51602

Easy points

Start a two player game with only one actual player. Throw a perfect game, striking out every batter. Save the game in the bottom of the ninth inning with two strikes and two outs. Finish the game, collect your points and save the options. Reload the game and repeat to collect the points again. Change to the team that you are facing and

make them play poorly, allowing your original team to score a lot of runs. In the last inning, switch back to your team and claim your team's cheaply made points.

Easy homeruns

Free balls

When controlling Barry Bonds at bat, press the so that you are on "Power" and not "Contact". When you are on "Power" only the yellow box will appear, and when you are on "Contact" there will be a shaded area covering the yellow box. If the pitch is up and in, move the box there and swing. It will almost always be an automatic homerun.

If you are down in the count or need a quick ball, pretend to lay down a bunt. Pull back while the pitcher is in motion. This should result in a ball being thrown. However, this

only works up to two times when at bat.

Throw 'Hard 4 Seam Fastball' correctly If you have a pitcher or created player that throws a Hard 4 Seam Fastball, always place the pitching cursor below where you want the pitch to go. The pitch will automatically rise after the pitcher releases it. However, with other pitches (curveball, slider and changeup) the ball will end up where you put the pitching cursor.

Restore pitcher's energy

Wait until your pitcher has low energy, then pause the gameplay. If your pitcher is still on the mound, go to "Save Game and Quit", then save the game. Restart the PS2, and when you go to the main menu, load the game. When you finish loading, it should automatically take you back to the game, and it should show your pitcher on the mound with a full green energy bar.

View player's energy in Franchise mode When at the main menu in Franchise mode, go to "GM Office", then "Roster Management", then "Disabled List". Press (and look through your players to see which ones are tired

(except pitchers). If a starting player is tired, you should bench and rest him for one game.

Change jerseys in Franchise mode

Before playing in a Franchise mode game, go to "Quick Play", and on the team's options highlight "Change Uniform". Go back, exit Quick Play, load the franchise, then when you get to the "Play Game" screen in the options, your pointer will be on the blacked out uniform section. Press (and you can change uniforms. Once you change lineups or pitchers, this option is no longer available; it only works for that one game.

Demote player without other teams claiming him off waivers

Go to the Player Editor and make all his stats "D" - this way no teams would want to claim him off waivers. When you want to promote a player back to the Major Leagues, change his ratings back to his default settings.

Easy win

Start a game with and set the skill level on anything except "Manage Only". Pause gameplay and go to "Controller Select". Switch the controller to the team that you want to lose. Go into "Team Management" at the pause screen. Change the pitcher and the fielders to the wrong positions. You can also put pitchers in as pinch hitters. Now return to "Controller Select" and change back to your original team. The CPU may switch the players around, but you can put the wrong ones in again. You will not get any card points if you play the entire game with the losing team. However, there is a slight chance of your game freezing if player positions are swapped too often.

WORLD OF OUTLAWS SPRINTCARS (SLES 51213)

Best configuration for all tracks

Enter MEGEDERECK as a name on the Career mode screen.

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M HEY DJ The Sims love the juke box, but who says it was her turn to choose HE SIMS

Play puppet master to the max!

Want to know how you can unlock some cool stuff in Story mode? It's all right here...

HOUSE	ITEM	HOW TO UNLOCK
Money From Mom	Aroma Machine	Cook a successful dinner
Money From Mom	Vanity Mirror	Fix the TV
	Treadmill	
Money From Mom	Museum (two-player game)	Borrow \$800 from Mom
Money From Mom	Beejaphone Electric Guitar	Complete house in 24 hours or less
	Ice Chest	
	Teppanyaki Table	
Reality Bites	Bug Zapper	Increase house value from \$34,561 to \$35,711
Reality Bites	Frat House (two-player game)	Move in with Dudley or Mimi
Reality Bites	Repairman	Repair all broken objects
	Maid	
		Complete house in four days or less
	Strip Poker Table	
	Master Suite Tub	
		Increase house value from \$53,180 to \$54,680
	Motel (two-player game)	
	Park (two-player game)	
		Complete house in eight days or less
	Sonic Shower	
Hot to Trot	Carving Block	Get promoted to level seven
		Increase house value from \$46,050 to \$48,050
Hot to Trot	Club Abhi (two-player game)	Throw a raging party
	Park (two-player game)	
		Complete house in eight days or less
	Sand Box	
Who Loves Ya Baby	Lawn Sprinkler	Raise second child from baby
	Maid's House	
	2 Swimming Pools	
Who Loves Ya Baby	Park (two-player game)	Greet and feed Bobo the Bum

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13161	Grand Theft Auto: Vice City	Health
13162	Grand Theft Auto: Vice City	Armour
13163 13167	Grand Theft Auto: Vice City Grand Theft Auto: Vice City	Floating Cars Unlock Tank
14261	The Getaway	Double Health
14262	The Getaway	Armoured Car Weapon
03301 03302	Grand Theft Auto 3 Grand Theft Auto 3	Weapons Money
03303	Grand Theft Auto 3	Tank
03304 03305	Grand Theft Auto 3	Dodo Mode
06791	Grand Theft Auto 3 Tenchu: Wrath of Heaven	Break off Limbs All Characters
06792	Tenchu: Wrath of Heaven	All Missions
06796 06797	Tenchu: Wrath of Heaven Tenchu: Wrath of Heaven	Hidden Mission Bonus Stage
12571	The Sims	All Locked Objects
12572	The Sims	All Objects Free
12573 07671	The Sims V8 Supercars Race Driver	Unlock Party Motel Realistic Handling
07672	V8 Supercars Race Driver	Better Damage
04122 04123	Turok Evolution Turok Evolution	Weapons Level Skip
04124	Turok Evolution	Ammo
04125	Turok Evolution	Invisibility
04121 06843	Turok Evolution Medal of Honor: Frontline	Invincibility One Shot Kills
06844	Medal of Honor: Frontline	Gold Medal for Current Mission
06845 06846	Medal of Honor: Frontline Medal of Honor: Frontline	Photon Torpedoes Bullet Shield Mode
06847	Medal of Honor: Frontline	Perfectionist
12521 12522	Lord of the Rings: The Two Towers	Refill Your Health
00061	Lord of the Rings: The Two Towers Drakan	Full Arrows/Axes Invincibility
00062	Drakan	Increase Character
00065 05401	Drakan The Simpsons Road Rage	Money Halloween Mode
05402	The Simpsons Road Rage	New Year's Day Mode
05403	The Simpsons Road Rage	Thanksgiving Mode
05404 12580	The Simpsons Road Rage 007 Nightfire	Christmas Mode Bigger Sniper Rifle Clip
12581	007 Nightfire	Level Select
12582 11305	007 Nightfire Tony Hawk's Pro Skater 4	Upgrade Q Gadgets Unlock Everything
13541	Jurassic Park: Operation Genesis	Money
13542 13543	Jurassic Park: Operation Genesis	All Research
13543	Jurassic Park: Operation Genesis Jurassic Park: Operation Genesis	Mr DNA Market Day
11331	Red Faction 2	Super Health
11332 11333	Red Faction 2 Red Faction 2	Unlimited Ammo Gibby Explosions
11334	Red Faction 2	Unlock All Cheats
09341 09342	WRC 2 Extreme WRC 2 Extreme	Master Code Turbo Mode
09342	WRC 2 Extreme	Overhead View
09344	WRC 2 Extreme	Low Gravity
09345 09871	WRC 2 Extreme The Scorpion King	Bouncing Cars Master Code
09872	The Scorpion King	Full Health and Weapons
02171 02172	Dave Mirra Freestyle BMX 2 Dave Mirra Freestyle BMX 2	Unlock All Bikes Mike Dias
02173	Dave Mirra Freestyle BMX 2	Amish Guy
11331	Hitman 2: Silent Assassin	Super Health
11332 11333	Hitman 2: Silent Assassin Hitman 2: Silent Assassin	Unlimited Ammo Gibby Explosions
11334	Soul Reaver 2	Unlock All Cheats
12001 12002	Kelly Slater's Pro Surfer Kelly Slater's Pro Surfer	All Tricks All Surfers
12003	Kelly Slater's Pro Surfer	All Suits
12004	Kelly Slater's Pro Surfer	All Boards
12005 03251	Kelly Slater's Pro Surfer Max Payne	All Levels Level Select
03252	Max Payne	Health
09021 04241	Conflict Desert Storm Cricket 2002	Cheat Menu Super Batsman
01551	Operation Winback	Level Select
01552	Operation Winback	All Weapons and Ammo
01553 01554	Operation Winback Operation Winback	One Hit Kills All Multiplayer Characters
05921	No One Lives Forever	Level Select
08701	Mat Hoffman's Pro BMX 2	All Levels
08702 02151	Mat Hoffman's Pro BMX 2 Crazy Taxi	Elvis Outfit Secret Push Bike
01391	World Rally Championship	Greater Power
01392 01393	World Rally Championship World Rally Championship	No Chassis Overhead View
01394	World Rally Championship	Underwater Graphics
04541	SSX Tricky	Unlock Everything
12821 12822	Tiger Woods PGA Tour 2003 Tiger Woods PGA Tour 2003	Unlock All Courses Unlock All Golfers
12821	Tiger Woods PGA Tour 2003	Super Tiger
08121 08122	Spider-Man: The Movie	Master Code
08122	Spider-Man: The Movie Spider-Man: The Movie	Unlimited Webbing All Fighting Controls
08124	Spider-Man: The Movie	Level Select
07391 07392	Soldier of Fortune Gold Edition Soldier of Fortune Gold Edition	Invincibility Full Ammo
07393	Soldier of Fortune Gold Edition	Heavy Weapons
02881	Stuntman	All Cars All Toys
02882	Stuntman	MILIOVS

Your definitive guide to the ever expanding library of PlayStation 2 games.

So you've just bought a PlayStation 2, and you're confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

The Shortlist is OPS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award.

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the lastest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reivews and previews here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims. Analogue: Re: Dual Shock 2. Registering degrees of input. as opposed to digital's on/off status Boarders: Snowboarders or

games featuring the alpine sport Coin-op: Coin-operated

arcade videogames Cut-scene: Explanatory non-playable scene in ogame (also 'FMV'). CPU: Central Processor Unit Brains of PS2.

Dev kits: Programmable PS2s used by developers. **D-pad:** Direction pad on PS2 controller.

Dual Shock controller: Controller for PSone. **Dual Shock 2: Controller**

designed for PS2 (with analogue) **ECTS:** European Computer

Trade Show. E3: Electronic Entertainment

Expo (US). Frame rate: Number of images drawn per second in

games. Higher frame rate = smoother animation. FPS: First-Person Shooter (eg Quake III). Hack 'n' slash: Refers to game (usually fantasy) featuring blade combat.

High res: High resolution

(graphics). HUD: Head Up Display. Screen furniture such as map, speedometer, etc. Iconography: Graphical shorthand defining game, genre etc

Low res: Refers to poor quality graphics. L3: Pressing down on the PS2 controller's left joystick.

Mini-games: Bonus playable games found in rger title Polygon: Building block of

videogame graphics. **PSone:** The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

Real-time: When one second of game time equals one second in the real world.

RPG: Role-playing game. **RTS:** Real-time strategy. R3: Pressing down on the PS2 controller's right

joystick. m: Simulation Strafe: Move sideways while

looking straight. **USB:** Port to connect peripherals such as

*If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

enough variety to make a solid single player ame, and the multiplayer gives it longevity.

PlayStation 2 OVERALL 06

PlayStation 2

OVERALL 07

FROMZE

PlayStation 2

FRIENDA

PlayStation 2

Ninia-styled adventure with a 'healthy' dose of chon-socky gamenlay

18 WHEELER

Brash, chunky and colourful truck racer. Unfortunately it just doesn't

2002 FIFA WORLD CUP

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but

Best Ace Combot yet. A graphically-polished flight sim with a variety of issions. Best with a flight-stick of some kind.

OVERALL 06

Good enough to be a must buy for footy fans, but not flashy or deep ough to compete with big budget sport si

keep you impressed and entertained until the next Tony Hawk says, "Buy me, dude!"

Intricate visuals, sublime handling, massive airs everything you could want hoverboarding to

ALL-STAR BASEBALL 2002

An enjoyable all-round game of baseball with oodles of depth, and singly compelling to watch as well as to play.

ALONE IN THE DARK: THE NEW NIGHTMARE

frighten the pants off the PS2 in this comeback.

Addictive, well-realised update of the N64 puzzler Wetrix, Essentially it's etris with water. Weird, but worthwhile,

ARCTIC THUNDER

rude visuals, but plenty of fast and furious gameplay

Infinitely-tweakable first-person mech shooter. Not for the casual game

after a guick fix, but perfect for those who love their sims.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

Very dull helicopter game. Hardly surprising from arguably the worst

ARMY MEN: GREEN ROGUE

Avoid at all costs

ARMY MEN: SARGE'S HEROES 2

Another poorly realised shooter, from the series that stars the little green plastic soldiers.

AUTO MODELLISTA

The love-child of cel-shaded graphics and Gran Turismo. Despite its cartoony appearance, this

BALDUR'S GATE: DARK ALLIANCE Play D&D on a console! Quite simplistic and

arcadev, but this is still a great RPG that dds nicely to the PS2's line up.

OVERALL 07 A rough-cut fighting game with RPG elements and branching storylines.

YOUR KEY TO SHORTLIST

Only for games that scored the elusive 10/10.

Awarded to mighty 9/10.

BRONZE Given to games that scored an impressive 8/10.

games with a







1. PARAPPA THE RAPPER 2

Cooking, keep-fit world. The basic

2. THE SIMS

build the family she lways wanted...

3. ICO

arabbing a young

4. TETRIS WORLDS

Obsessively arranging pointless objects and getting

5. GTA: VICE CITY

Yo' momma plays school. She's better at it than you are.

Cruddy controls stop this otherwise peachy beat 'em up from realising

BloodRayne is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun you won't care.

OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will

BURNOUT 2: POINT OF IMPACT

An even more intense racing experience than its predecessor. The Fast & the Furious

CAPCOM VS. SNK 2

that knows all there is to know about combat. With endless two player fun.

CART FURY: CHAMPIONSHIP RACING

Arcade racer with crazy physics and a dose of high-speed hard shouldering.

COLIN MCRAE RALLY 3

Sets new standards in rally racing visuals effects. A must have for offroad racing fans

COMMANDOS 2
A daunting but extremely worthy and

rewarding strategy game where the player

controls a team of operatives in WWII missions.

A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.

CONTRA: SHATTERED SOLDIER

BRONZE

RUNZE

PlayStation 2

PlayStation 2

PlayStation 2

PlayStation 2

BRUNZE

SILVE

PlayStation 2

BRONZE

BRONZE

A fantastic trip down memory lane for old school veterans, but Contro

CRASH BANDICOOT: THE WRATH OF CORTEX

Crash spins onto PS2 but little has changed from PSone. Time for so new ideas with titles like Ratchet & Clank setting the new standards.

Arcade thrills aplenty in this no-holdsbarred city-smashing racer

CRICKET 2002

console, ever Relax and make like it's

PlayStation 2 An enthralling RPG with atmospheric music and a world-building

element thrown in for good measure.

DAVE MIRRA FREESTYLE BMX 2 Orthodox but impressive, this BMX sim has an inventive array

DEAD OR ALIVE 2

Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.

PlayStation 2

Some more options would have made this a true champion, but it's still a worthy nder. SmackDown watch out!

DEUS EX The thinking man's action shooter and





OVERALL 05

OVERALL 07

BRONZE

PlayStation 2

SILVER

PlayStation 2

BRONZ

PlayStation 2

Melding battling with lush surroundings and a superb gothic atmosphere. One of the **DEVIL MAY CRY 2**

SILVER PlayStation 2

Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkies

ERUNZE PlayStation 2

OVERALL 04

BRONZE

FRONZE

ayStation 2

BRONZE

* OVERALL 09

SILVER

PlayStation 2

PlayStation 2

RUNZE

OVERALL 06

OVERALL 05

OVERALL 05

PlayStation 2

OVERALL 07

PlayStation 2

ene warfare and confusing puzzles abound in this bizarre manga adventure

DONALD DUCK: QUACK ATTACK

A first-generation platformer that suffers from Stone Age gameplay and graphics.

DRAGON'S LAIR

OVERALL 02 Unplayable retro adventure. Should have stayed firmly stuck on the

aser Disc where it belonged.

DROPSHIP: UNITED PEACE FORCE Impressive combat sim that rewards commitment with paced and varied

DYNASTY WARRIORS 3

More of the same great mass battles and

xplosive action, marred only slightly by DYNASTY WARRIORS 3: XTREME LEGENDS

A solid, entertaining expansion pack that will have Dynasty Warriors 3 fans whooping with joy

ECCO THE DOLPHIN: DEFENDER THE FUTURE

You're a dolphin and it's up to you to save

the world from an alien invasion. Relax in age calm underwater adventure ENDGAME

Sets a new standard in the lightgun shoote nre: innovative, refreshing and most of all, a tonne of fun

ESCAPE FROM MONKEY ISLAND script and intelligent puzzles.

ESPN INTERNATIONAL TRACK & FIELD Graphically impressive athletics sim marred only by iffy Al.

ESPN NATIONAL HOCKEY NIGHT

OVERALL 06 Other hockey sims on the market with better gameplay put this in the

ESPN NBA 2NIGHT

Hardcore gameplay makes this one for basketball heads only

ESPN X GAMES SKATEBOARDING Not-so-extreme skateboarding sim with some unsightly graphical

glitches. You're better off sticking with Tony Hawk's.

ESPN WINTER X-GAMES SNOWBOARDING OVERALL 06 Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive

EOE: EVE OF EXTINCTION

with 76 levels of twisted plot.

EXTREME-G 3

An ultimately depressing RPG, that fails to engage the player at any meaningful level.

OVERALL 05 **EVIL TWIN**

Adventure from the dark side of platforming, Average, so-so animation

OVERALL 07 **EXTERMINATION**

Alien-inspired survival horror-fest that is set in a deserted Antarctic

search base. Positively crawling with cool design innovations.

A neon beast of a future bike racer that

BRONZE requires skill and brains. Takes some PlayStation 2 spiration' from the Wipeout series

OVERALL 07 Another solid PS2 Formula One title, but ultimately it's a tad soulless.

F1 CHAMPIONSHIP SEASON 2000 OVERALL 06

Hardcore F1 fans will find this a little too easy

he world's first fireworks game. Not enormous, but of rare and ndom beauty.

FERRARI F355 CHALLENGE

merts than casual racers.

te closing the gap with a more realistic football simulation, this is still a FINAL FANTASY X

Nothing else needs to be said about this illiant RPG. A classic Square advent with next-gen presentation and production

Another F1 corker! All the drivers, tracks and cars included. Load it up and feel the eed. Feel the need for speed.

FREEKSTYLE

OVERALL 07 This is potentially a great game, but it's scuppered by careless lack of airness and failure to reward skill with progression.

FUR FIGHTERS

Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy

ERONZE cupboard will never look innocent again.

re like an exercise in statistical analysis than a horse racing gal with bland graphics and sound.

GIO GIO'S BIZARRE ADVENTURE OVERALL 06

Brilliant cel-shaded graphics bring a cast of weirdo anime characters to ife in a fighting game based on a comic series.

OVERALL 07 **GHOST RECON**

interface for ordering troops about, often degenerating into arcade-style

GIANTS: CITIZEN KABUTO

aper might be cool, but loading times hamper this port of a complex PC battle game.

GITAROO MAN

If you have a PS2 collection, you should efinitely have at least one game like this e in there! Check it out

FRONZE PlayStation 2 GLOBAL TOURING CHALLENGE: AFRICA OVERALL 07

RAND THEFT AUTO 3

ite as good as its neon-soaked, '80s preguel but it's still fantastic fun and can

GRAND THEFT AUTO: VICE CITY Better than GTA 3! Cars, crooks, coke, and

chaos with total freedom to do what you want.

GRAN TURISMO 3: A-SPEC

atest racing game in the world. Speed down to the store and buy it now.

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA ble version of GT3, wit

concept cars. Perfect for those who just

ant to race, rather than play mechanic

PlayStation 2 GRAVITY GAMES

OVERALL 04 An unoriginal rip off of the Mat Hoffman series, offering little reason to reak away from the aforementioned pearlers.

OVERALL 03 **GUMBALL 3000** A decidedly crap racing title that fails to deliver on all fronts. Not

nething to bother with considering how many other decent racers are about

OVERALL 07 **G-SURFERS**

ic racer that's improved by an innovative track edito

GUILTY GEAR X Pushes hard at heat-'em-up boundaries. The

start of a new wave of next-gen 2D fighters.

ERONZE PlayStation 2 OVERALL 06

* OVERALL 08

5040

PlayStation 2

SILVES

PlayStation 2

ERONZE

PlayStation 2

Bizarre Manga inspired shooting game with gorgeous visuals, but a stinct lack of depth to back up all that eye candy.

GUN GRIFFON BLAZE

gaming graveyard.

KELLY

joypad, it's Kinda What better watery extreme by the petulant prince of the waves himself? Kelly's the heels of such offerings as Transworld Surf and Surfing but superior ride Critics get bogged down in the to the Tony Hawk's series – with waves not ramps - but best surfing game to date. The locations. control system are



SLATER'S PRO SURFER

KESSEN quare characters. Don't let the kiddy vibe Fun stuff. KNOCKOUT KINGS 2001 KURI KURI MIX

PRO SURFER

Dirty Harry meets MGS2 in a world where the law is controlled by bounty hunters. There's a great game hidden here somewhere.

HAVEN: CALL OF THE KING An epic platform game that provides a less adventure with no loading

ERONZE PlayStation 2 OVERALL 03

TIAVE

PlayStation 2

BRONZE

OVERALL 07

PlayStation 2

HEROES OF MIGHT AND MAGIC

HALF-LIFE

HEADHUNTER

he award-winning PC first-person

poter/adventure arrives on PS2 in

resplendent form. An essential purchase.

HARRY POTTER AND THE CHAMBER OF SECRETS

stic puzzles and gorgeous graphics

ake this a winner for younger fans of the

* OVERALL 09 **HITMAN 2: SILENT ASSASSIN**

A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish or e of heart, but it contains brilliant gamin

INTERNATIONAL SUPERSTAR SOCCER

SILVER PlayStation 2

* OVERALL 09

SILVER

ERONZE

PlayStation 2

ERONZE ratification take ISS up to the PS2 level. PlayStation 2 OVERALL

More arcadey than PES with better commentary, but dodgy ball physics and animation. Not for soccer purists.

JAK AND DAXTER: THE PRECURSOR LEGACY A brilliant platformer from the makers of Crash Bandicoot that introduces two heroes

u'll be seeing a lot more of. JAMES BOND 007: AGENT UNDER FIRE

A thrilling single-player Bond experience ith a great four-player mode and beautiful

PlayStation 2 JEREMY MCGRATH SUPERCROSS WORLD

A motocross game that's just like the real thing (minus the thrills. peed, gritty handling and mudl.

OVERALL 07 JURASSIC PARK: PROJECT GENESIS A prehistoric premise, sure. But Operation Genesis puts a fresh spin on

KENGO: MASTER OF BUSHIDO OVERALL 06

A padded-out Training mode makes up for this smart ninja fighter's herwise rather limited nature.

KELLY SLATER'S PRO SURFER

A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

ne God sim genre. Hammond would be proud.

SEAMINES. PlayStation 2 OVERALL 07

A real-time strategy game set in feudal Japan, where you get to command a huge army. Strategy fans only.

KINGDOM HEARTS A beautifully produced RPG with Disney and

fool you, this one's very tough. KLONOA 2: LUNATEA'S VEIL

Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid.

PlayStation 2 OVERALL 06

PRINTE

PlayStation 2

OVERALL 07

OVERALL 05

A more-than-competent boxing sim. Not a match for Rocky though.

A blend of two-player co-operation and cutesy platformer. An odd but while addition to any PS2 collection.

LARGO WINCH Based on a French comic character, this spy game is too linear, and lacks the interactivity that is needed to maintain a gamer's attention.

LEGAIA 2: DUAL SAGA OVERALL 07

A Japanese RPG that uses a combat system full of combos and special moves. A host of mini-games prevent this from falling into the 'generic'

Violent ballet' with a shortage of modes and options. There are much

LE MANS 24 HOURS

LEGENDS OF WRESTLING

e for gamers daunted by sim-style ehicle handling, but has depth and thrills.

etter recreations of Pro wrestling.

BRONZE layStation 2



A must-own for hoop fans and anyone

LMA MANAGER 2002	* OVERALL 08
A-grade soccer management game, but for	
die-hard football fans only.	BRUNZE
	PlayStation 2
LORD OF THE RINGS: THE TWO TOWERS	★ OVERALL 08
Superb hack and slash gaming based on the	
movie, not the book. Not very deep, but	BRONZE
delivers huge battles.	PlayStation 2
MARK OF KRI	* OVERALL 08
An enjoyable single player adventure that	
hacks, stabs and slashes at the beat 'em	BRUNZE
stereotype. Check it out.	PlayStation 2
MADDEN NFL 2003	★ OVERALL 08
While realistic enough, of the two major NFL	
games around, this is the flashier. Best for	BRUNZE
those who want high scores over realism.	PlayStation 2
MAT HOFFMAN'S PRO BMX 2	* OVERALL 08
Whilst impressive in many areas and	
exceptional in some, MHPB2 doesn't quite	ERUNZE
live up to expectations.	PlayStation 2
MAX PAYNE	* OVERALL 08
A fine shooting game that is underrated.	
Fantastic innovations and a very cinematic	BRUNZE
feel lifts the action.	PlayStation 2
MAXIMO	* OVERALL 08
A tribute to Ghosts 'N' Goblins and an	
excellent mix of retro and modern gaming.	BRUNZE
	PlayStation 2
MDK2: ARMAGEDDON	★ OVERALL 09
Originally on Dreamcast and PSone, this	STALL A ACTION
third-person shooter has lost nothing in	SILVER
translation. Destined to be a cult classic.	PlayStation 2
MEDAL OF HONOR: FRONTLINE	* OVERALL 00
A very realistic FPS that has been wowing	A-44 AAG-4
audiences the world over since the game	SICVER
was released.	PlayStation 2
METAL GEAR SOLID 2: SONS OF LIBERTY	★ OVERALL 10
A must-own, state-of-the-art tactical	A TO
espionage game that's reason enough to buy	

Nothing particularly 'next-gen' about this BRONZE instalment of the series, but an excellent PlayStation 2

a PS2. A superbly paced, gripping story.

Incredibly comprehensive Metal Gear package for newbles but MGS2 owners will

METAL GEAR SOLID 2: SUBSTANCE

struggle to find \$110's worth.

racing diversion nonetheless. MODERNGROOVE: MINISTRY OF SOUND OVERALL 06 An entertaining lightshow generator, containing five full dance albums.

lot quite up to the standards set by MTV Music Generator. MONSTERS, INC Disney Platform game, based on the film. Initially amusing but sloppy

and basic with a lifespan of no more than a few hours, though the film clips are entertaining.

Gran Turismo on two wheels? A fantastic motorbike sim that rewards repeated play.

A refreshing bike racer. Slightly repetitive gameplay and a shallow ultiplayer, but slick, fast and realistic. Excellent 3D graphics and race

МОТО GP3 OVERALL 07 A little repetitive and far too similar to the last two games. Still, it's the

best motorbike game on the system thus far

Home DJ sample/mixer music maker. It's SILVE normous fun and nigh-on faultless. This PlayStation 2 citing and well put together MX SUPERFLY 2003: FEAT RICKY CARMICHAEL OVERALL 07 Polished and engaging motorcross sim that utilises its subject matter to eat effect. An excellent extreme game.

MX RIDER OVERALL 06 Motocross/supercross sim that lacks the true grittiness and excitement

of the sport.

NBA 2K3 Not only realistic, but packed with plenty of BRONZE atures as well, offering a wide selection of

PlayStation 2

NBA HOOPZ OVERALL 06 istant arcade-styled basketball sim, but there are better ones on the street

An update of NBA Live 2001? Only for true basketball nuts.

PlayStation 2

ERIONIZE

PlayStation 2

Original PlayStation rs, still well worth a punt



COLONY WARS: VENGEANCE

rumours, Colony Vars is about to get an online say our spies series remains one sci-fi treats. This. instalment in the undoubtedly its The branching works brilliantly, genuinely engaging sumptuous cutscenes. Once mastered, the thrust-based control system allowed players to engage in dogfights with genuine depth, and those crisp neon visuals still ook stylish today. Admittedly, the set over a planet surface were a bit pump, but as nterstellar shootem-ups go they finer. Here's hoping a networked PS2 version is more than just a

pipedream.

SILVE oking for a solid multiplayer title. PlayStation 2 NEED FOR SPEED: HOT PURSUIT 2 One of the better arcade racers to grace the SRUNZE PS2. Truly the best of the NFS series, not PlayStation 2 just a PS2 update. NFL 2K3 This is the game to own for anyone into SIAVE American football thanks to its ultra-realistic PlayStation 2 graphics and gameplay. NFL QUARTERBACK CLUB nerican football game that has unique SRONZE atures, but unable to compete with PlayStation 2 Madden 2003. NHL 2K3 Excellent simulation settings for the die-SRUNZE ard fans, and plenty of arcade thrills for PlayStation 2 the rest of us. OVERALL 07 **NHL 2003** The definitive ice hockey videogame, but only a slight improvement on NHL 2002. Average future taxi racer, based on the opening sequence of Luc Besson's sci-fl epic The Fifth Element. Nothing crazy to see here. OVERALL 07 New character animation in an enjoyable 3rd person sci-fi romp.

ONIMUSHA: WARLORDS Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an ayStation 2 iffy PAL conversion, though. OVERALL 06

Lacks variety, but still an enjoyable stealth shooter nevertheless

ORPHEN OVERALL 04 A disappointing anime-inspired Japanese RPG.

PARAPPA THE RAPPER 2 OVERALL 07 Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth visiting for nostalgia.

PARIS-DAKAR RALLY Based on the race of the same name, this sim does little to inspire

PENNY RACERS A half-baked and underfed GT3, with just a few good tracks, it's a ifficult one to recommend to anybody wanting a great racer.

POLICE 24/7 Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality, Just another on-rails shootem-up.

POOLMASTER Dull pool sim, despite some tidy ball physics.

PRIDE FC

The new king of the ring! Pride FC is the most ealistic fighting simulation available on any system to date. Great stuff!

BRONZE PlayStation 2 PRISONER OF WAR OVERALL 07

Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, ompelling adventure game.

PRO EVOLUTION SOCCER 2 For the second year running, the Pro Evolution HAVE eries has been the best soccer-sim on any PlayStation 2 system. Lacks licences, but has total realism PROJECT EDEN

Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.

In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and oks absolutely gorgeous.

RATCHET & CLANK Pure platforming bliss from the company ehind the original Spyro the Dragon titles on the PSone

RAYMAN 3: HOODLUM HAVOC Rayman offers plenty of 'armless fun but he's no match for Ratchets or

PlayStation 2 OVERALL 07

PlayStation 2

SILVER

PlayStation 2

5144

ALLY FUSION: RACE OF CHAMPIONS A decent offroad racing simulation that only really falls short in that it falls to match the wonders of Colin McRae Rally 3 and WRC II Extreme.

READY 2 RUMBLE: ROUND 2 A marvellous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.

RED FACTION Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed PlayStation 2 Quake III.

Packs plenty of action, but is chaotic to the point where it feels decidedly aimless. Also let down by control issues.

RESIDENT EVIL CODE: VERONICA X A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious HAVE PlayStation 2 amounts of blood-letting. REZ

and colour this techno shooter provides pure gameplay. Unique, and refreshing.

OVERALL 07 A popular racer, but high hopes were scuppered by the limited size and a lack of originality.

PlayStation 2

BRONZE

BRONZE

PlayStation 2

RING OF RED A mech RTS that's fun? Oh yes. A must-buy ERUNZE the discerning robo-fetishist after PlayStation 2 something different ROBOTECH: BATTLECRY **OVERALL** A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.

The best boxing title available for PS2. Has BRONZE a great story mode that takes the player PlayStation 2 through the movies. Adrienne! **RUGBY 2002**

So far the only PS2 game to represent this ort. More akin to Madden than FIFA in approach. EA Sports have done it again. RUMBLE RACING

Fast and furious arcade stunt racer that has tonnes of challenge and replay value, especially in two-player mode. **RUN LIKE HELL**

andling the voice acting.

PlayStation 2 OVERALL 07 A refreshing sci-fi survival horror title with a host of famous name

RUNE: VIKING WARLORD A Viking slash-'em-up that should have been confined to the Dark Ages.

SALT LAKE 2002 Soulless Winter Olympics game. Decent weather effects but the

majority of events are rather tedious. SHADOW OF MEMORIES
Filmic adventure that keeps the surprises

BRONZE coming with a serpentine plot. PlayStation 2 SHINOBI BRONZE

Shinobi is the kind of frantic, shallow, old school arcade game we don't see enough of anymore. A fast and bloody good time.

One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one game.

SILENT HILL 3 The nastlest game on PlayStation 2 - we

SILVE PlayStation 2 SILVER

PlayStation 2

PlayStation 2

SILENT SCOPE 2 OVERALL 07 while update of this arcade sniper sim, though the formula

looking tired now.

SILPHEED: THE LOST PLANET Tedious top-down shooter. No-one bought a PS2 for games like this.

OVERALL 06

SIR ALEX FERGUSON'S PLAYER MANAGER 2002 Adept footy management sim, but lacks the killer goal.

SKY ODYSSEY A flight sim where you don't have to shoot BRONZE anything, just complete crazy missions. PlayStation 2



PlayStation 2

FRONZE

PlayStation 2

OVERALL 05

PlayStation 2

BRONZE

FILLE

PlayStation 2

5040

PlayStation 2

PlayStation 2

SILVE

504

PlayStation 2

INTERGALACTIC GAMES

1. RATCHET

CLANK

eaturing the

explosive Suck

2. STAR WARS:

STARFIGHTER

Cannon. Platforming

genius at its best.

Enough to keep a

midi-chlorian count

3. SPACE CHANNEL 5 V1

with enough funk to

Dish your senses

all you can eat

5. RED FACTION

Mars is no place to

improve your caree

prospects. Not now, or ever. Got that?

buffet of cyber-

space stimuli.

up a treat from the

tiled floor.

4. REZ

A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.

SMASH COURT TENNIS PRO TOURNAMENT OVERALL 07 Deep & stylish this game suffers from disproportionate leaps in difficulty

SMUGGLER'S RUN 2: HOSTILE TERRITORIES Impressively big, fast and frantic, but not much different to its

SOLDIER OF FORTUNE: GOLD EDITION

No-brainer first-person shooter that's average at best. Only for those craving mindless violence.

SOUL REAVER 2

Raziel and his huge Reaver sword.

The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off, but uses cel-shading to nice effect.

SPIDER-MAN OVERALL 07

It doesn't display huge innovations over its PSone counterpart, although It's a solid and enjoyable Spidey title either way.

SPLASHDOWN

Above average Sea-Doo racer, with impressive water effects The racing is sluggish though.

Pretend to be James Bond, Captures the spirit of the original game and adds further

SRONZE PlayStation 2

Inventive rainbow coloured high speed pard game packed with crazy courses, and crazier characters STAR WARS: BOUNTY HUNTER

SSX TRICKY

SILVER PlayStation 2

orgeous to look at, taking the gar is let down by repetitive gameplay.

STAR WARS: CLONE WARS

One for the Star Wars collectors, and a great battlefield in its own right. Shallow but still worth investigation.

STAR WARS: STARFIGHTER

lesmerlsing 3D Star Wars blaster with ngaging missions and film-perfect sound effects. Great fun.

SILVE PlayStation 2

STAR WARS: SUPER BOMBAD RACING nal cartoon kart racer. The Force is weak with this on

STATE OF EMERGENCY A shallow but worryingly enjoyable game that puts the player at the

centre of a riot. STREET FIGHTER EX3

A decent enough 2D/3D fighting game, but is milking the series to

STREET HOOPS

More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.

Won't have the wide appeal of the Driver games due to its difficulty, but it's an ingenious concept that thrills and entertains. **SUMMONER 2**

BRONZE PlayStation 2

Follow-up to the RPG launch title. More iction orientated than the original, but still an epic adventure for fans of fantasy. SUPER TRUCKS

FEGNA = PlayStation 2 OVERALL 04

Bland, arcadey racing that falls to convey the impression of racing

SUPERCAR STREET CHALLENGE

A by-the-book arcade racing game round desolate cities. Nothing to recommend it.

OVERALL 07 SWORD OF THE SAMURAI

Sword of the Samural is a slow, ponderous, but intelligent game that combines strategy with gore.

OVERALL 04

Based on a Disney film of the same name, this tries to be different with surfing' tree branches, but it doesn't work

spite some neat cel-shading effects and amusing Looney Toons content, this platformer is a bit too bland to warrant attention.

TEKKEN TAG TOURNAMENT Fantastically playable and graphically ERUNZE ectacular beat-'em-up. The tagging moves PlayStation 2 make it a worthwhile purchase.

Continuing the tradition of fighting game excellence. The first Tekken game to include

TENCHU: WRATH OF HEAVEN An infusion of ninia style and killer gameplay

cross nine sumptuous levels. A great return

THE BOUNCER are fairly limited

Sony's answer to Grand Theft Auto, with a SILVE decidedly darker and nastier storyline. Offers PlayStation 2

zingly life-like replica of London. THE HOOBS Strictly for gamers of pre-school age, this is a falthful and entertaining reproduction of

ERINAE PlayStation 2 the popular kids' show. THE MUMMY RETURNS

the more reliable Tomb Raider collection.

THE SIMPSONS: ROAD RAGE

It's Crazy Taxi but with Bart and Homer behind the wheel

THE SIMS A one of a kind gaming experience that ım will enjoy, with extras to

make your PC gaming friends Jealous. THE THING Not only does it do justice to the classi

horror film, but also introduces fear and trust issues to the survival-horror genre.

PlayStation 2 THE WEAKEST LINK You'll get more enjoyment playing along with the show than you will from putting up with the viper-tongued host

THEME PARK WORLD Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstyles a

is your prime directive. THIS IS FOOTBALL 2003 Has an excellent one-two passing system and is a solid football title, but is still plays in the shadow of Pro Evolution 2 and FIFA 2003.

THUNDERHAWK: OPERATION PHOENIX A brave attempt to blend arcade and sim with choppers.

TIGER WOODS PGA TOUR 2002 OVERALL 06 Authentic golf sim, a tad undermined by a random control system

PS2's first on-rails light gun title sets the HEINE H standard for others to follow. Has a great PlayStation 2 two-player co-op mode.

Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen ayer madness.

TIMESPLITTERS 2 Takes the multiplayer from TimeSplitters and adds heaps of options. Major visual upgrades,

TOM CLANCY'S SPLINTER CELL ove over Snake, Sam's the new specia

agent in town! Splinter Cell is an innovative game with some very cool touches. TONY HAWK'S PRO SKATER 3

Fantastic skate sim that's perfect to play whether you've got two minutes or two

TONY HAWK'S PRO SKATER 4 With some new moves, the series is taken in a new direction. Skate around, interact

with locals, and do things at your own pace TOP GUN

PlayStation 2 OVERALL 04 A flight sim that appears to have been designed by folks who ha er seen a plane before

An excellent take on the Disney movie of the same name, providing platform game ess for younger gamers. TUROK: EVOLUTION

PlayStation 2 OVERALL 06

BRUNZE

Boasts a wicked line-up of weapons and a variety of gaming styles, but om crappy AI and frame rate Issues.

One of the shoddlest shooters around. Takes an interesting twin-pistol

gaming concept and ruins it with slow gameplay, chronic control issues.

TWISTED METAL: BLACK

This is everything that you'd expect a sted Metal game to be on PS2 - and

BRONZE PlayStation 2

UEFA CHAMPIONS LEAGUE OVERALL 06 A very run of the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have Pro

Evolution or FIFA, you don't need this.

Arguably the most realistic fighting game ever made, but extremely repetitive. One for fighting game nuts only.

UNREAL TOURNAMENT

Totally over-the-top first-person shooter. Makes for a nice alternative to Quake III, but is outclassed totally by TimeSplitters 2.

V8 SUPERCAR RACE DRIVER Real damage. Real V8s. Real Aussie tracks Real fun. The best racing game seen so far on the PlayStation 2!

SILVER PlayStation 2 OVERALL 04

ERIMINE.

PlayStation 2

PlayStation 2

ERUNZE

OVERALL 07

SILVES

PlayStation 2

PlayStation 2

* OVERALL 09

Offbeat Japanese boxing title that lacks the killer punch. Pointless to track down while games such as Rocky are about.

VIRTUA COP ELITE OVERALL 03

While this may deliver perfect conversions of the two arcade classics, ere are far better light gun games available today, making this a bland

V-RALLY 3

Not as instantly playable as WRC II Extrem or Colin McRae Rally 3 but effort pays off with some very satisfying racing.

A vampire-blasting light gun extravaganza that looks great but has questionable replay

e once the bad boys are all put to rest. VIRTUA TENNIS 2 Far and away the best Tennis simulation to

grace the PS2. The World Circuit mode

BRONZE provides an awesome long term challenge PlayStation 2 WAR OF THE MONSTERS

War of the Monsters is a big, brash game that explodes with charm and burns brightly... but not for very long.

WILD WILD RACING

Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.

WIPEOUT FUSION Style and substance are here in the most fully realised Wipeout yet. This future racer is

as smart and extreme as it gets. WORLD CHAMPIONSHIP SNOOKER 2002 Extremely playable snooker sim that may

convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty.
WORLD DESTRUCTION LEAGUE THUNDER TANKS

PlayStation 2 Arcade tank sim that's brilliant in Four-player Deathmatch mode. Lacks

lasting appeal in single-player mode, though. WORMS BLAST

A Tetris-like departure from the usual Worms fare, but one that lacks

depth. Fans of the Worms games be aware this is more like Bust-A-

Don't let the 'extreme' title fool you, this is pure rally realism. Not as pretty as Colin McRae Rally 3, but has all the official stuff.

WRC II EXTREME

WWE SMACKDOWN 4! 'SHUT YOUR MOUTH!' This is without a doubt the most realistic representation of the WWE experience on a

X-MEN 2: WOLVERINE'S REVENGE A quality action adventure that blends stealth with hand-to-hand combat. Only a

ZONE OF THE ENDERS Absolutely brilliant for anime fans who wan

to see high-speed mech combat.

ERENZE PlayStation 2

SILVE

PlayStation 2

ERONZE PlayStation 2

FILME





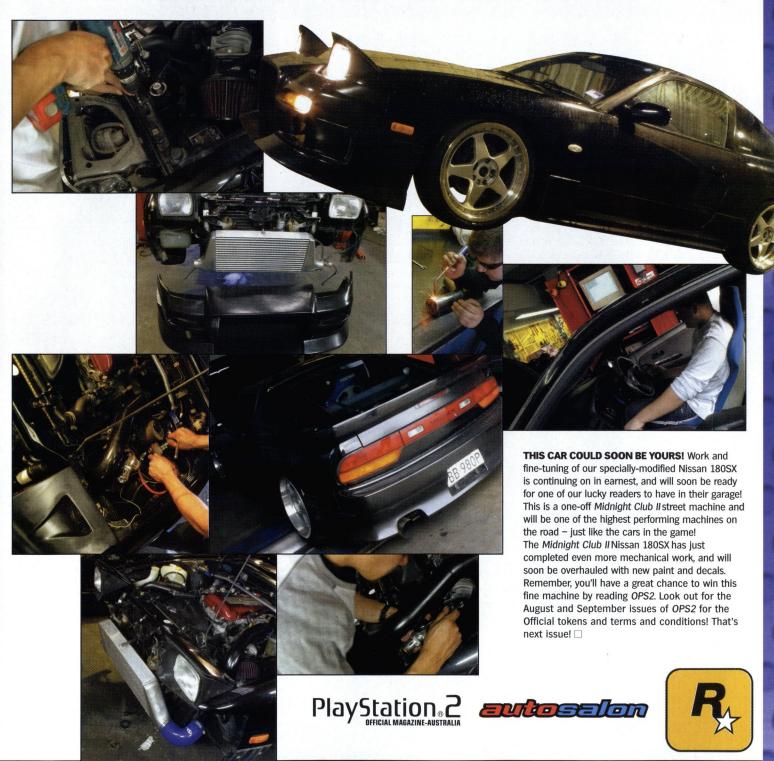


Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only.

Entries should be clearly marked and include: the name of the comp, your name, age, phone number and address. All competitions close July 16, 2003.

MINDINGSTIT GILWIS III

OUR AWESOME CAR PROJECT IS NEARING COMPLETION AND YOU CAN WIN IT!



NEXT MONTH

PLAYSTATION® 2 AUGUST ISSUE

CROSS OUR HEARTS...

NEXT MONTH WE REALLY WILL HAVE THE TOMB RAIDER REVIEW, SERIOUSLY.

NEXT MONTH IN OFFICIAL AUSTRALIAN PLAYSTATION MAGAZINE

GRAN TURISMO 4

GET YOURSELF READY FOR OUR EXCLUSIVE INTERVIEW WITH THE GAME'S DESIGNERS AND MORE NEW DETAILS AND SCREENSHOTS THAN YOU CAN SHAKE A GEARSTICK AT.

SOUL CALIBUR 2

COULD THIS SUPERB BRAWLER GET ANY BETTER?
WE SCOOP UP EVEN MORE SAUCY INFO FOR YOU!

STARSKY & HUTCH

WE PREVIEW THIS COOL VINTAGE GTA-STYLE RACER!

ANOTHER STACK OF FREE PS2 DEMOS...

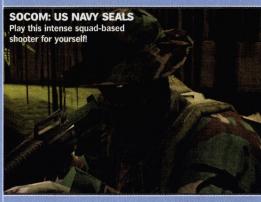


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The new album featuring 'Magic Love' and 'Stay The Same'.

"It's warm, good natured music, music with heart & a sense of humour...they're brilliant" Wallpaper

"Their uncanny ear for melody and a groove makes them instant mixmag faves" *Mixmag*

From a slightly bent point of view

The Everlasting Blink

Instores 16th June



Bob Sinclar

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Featuring 'The Beat Goes On' and 'Kiss My Eyes'.

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ANGEL OF

DARKNESS The new Tomb Raider:

Bigger and Badder than ever!

A SHOWS HER

SCOOP

We meet Lara's mystery man

LARA SHOWS OFF HER KILLER NEW MOVES!

PLUSI

Shortest shorts ever! Biggest adventure yet! Sharpshooting spectacular! Tomb Raiding classic!